

**NEW**

**100% C64 - 100% COLOUR - 100% POWER!!!**

# COMMODORE POWER

ISSUE #2 ✧ FEBRUARY 1992 ✧ £2.20 WITH TAPE

**OVER 80  
C64 GAMES  
REVIEWED AND  
PREVIEWED!!!**



**JUST WHAT  
HAS  
DAISY  
GOT TO  
DO WITH  
INVADING  
ALIENS?**

**WE GO  
BEHIND  
THE  
SCENES AT  
GAMES  
MASTER!!!**



And lo, it came to pass that every man or woman who buyeth Commodore Power should indeed have their free cassette of four stonky games sellotaped to the front cover. But some did not have this wonderful bonus, and did have to grunt and wheeze and complain to the newsie until they gave them a fresh new tape, after which time the masses did partake in much begatting so the mighty one dropped a whole sea on their heads and it did shut them up!

IT'S MOBO AND ROBO THOSE **WACKY**

## BONANZA BROS.



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# SUPER SPACE INVADERS



# DEEP SPACE DIVERS

TM



AMIGA SCREENSHOTS



# COMMODORE INSIDE POWER

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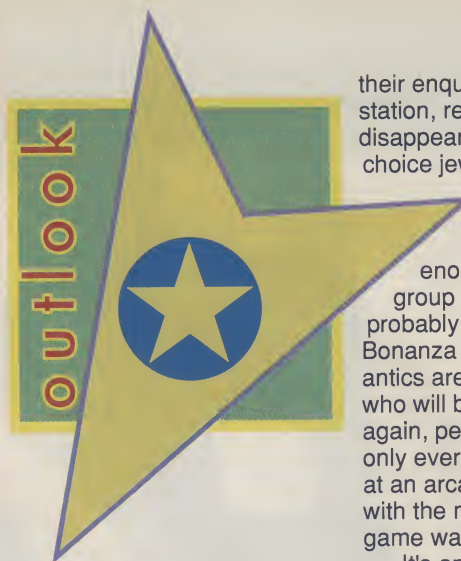
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### POWER INFO

Supplier: US Gold  
 Price: £10.99 tape  
 £14.99 disk  
 Availability: Out soonish!!



"Hi, I'm Mobo, who the hell are you?" asks one.  
 "Hi, I'm Robo, who the hell are you?" asks

the other.

Well, you might not know who these squat yellow, robot-like wrong-doers

their enquiries, down at the station, regarding the disappearance of some choice jewellery and the like from people's houses.

Strangely enough, the other group of people who probably know about the Bonanza Brothers' loot-lifting antics are arcade-goers, who will be familiar (but then again, perhaps not, cos I only ever saw the machine at an arcade preview show) with the machine that this game was converted from.

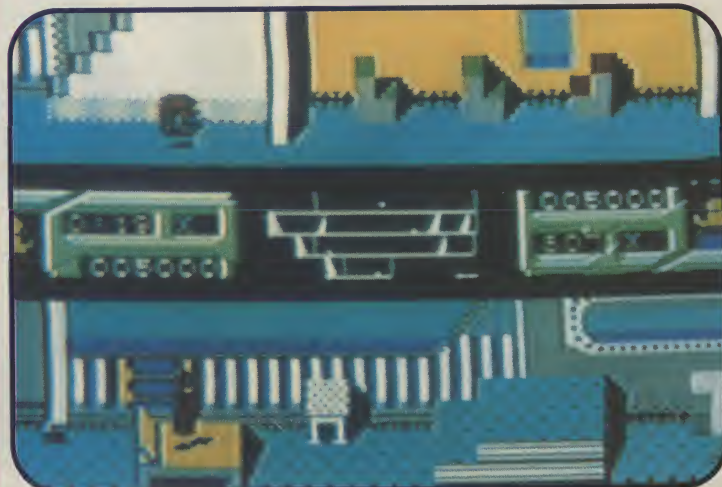
It's an ideal little game to convert to home computer, perhaps especially the C64. It relies on visual humour rather than storming, nose-wobbling graphics and on gameplay rather than stomach-churning action.

The story's simple. Mobo and Robo have decided to journey from building to ever-more complex building, lifting all the loot and goodies, before toddling their merry way to the roof and making their escape in a hot-air balloon - which only appears when they've collected everything.

Naturally enough, the job isn't as easy as all that. There are

# BONANZA

alarms, guards and the occasional rozzler, not to mention the odd resident, to thwart you and it's certainly a no-no to get caught or die, cos you'll drop all your loot





When a US Gold package arrived with Bonanza Brothers inside, **Jeff Davy** thought it was two characters from a dodgy 1960's Western TV programme. He soon knew who it was when his stereo disappeared, though!

and have to blag it all again when you re-appear from the spot where you 'bought it', as

didn't move them for a while. The other thing that made Bonanza Brothers such a



it were. Needless to say, you're also up against a time limit (before the boys in blue arrive and you end up behind bars of iron rather than bars of gold, if you get the drift!)

On the

worthwhile game in those halls of electronic fun was the split-screen two-player option which adds that essential spirit of

On the graphics side, the sizes, um, a bit smaller. But in the same way that the small characters in Blues Brothers and Hudson Hawk really make the game look good, so do the small Mobo and Robo in this.

The gameplay's taking good shape, too. The two characters pootle around pretty neatly, jump well and look to work really well.

In fact, US Gold are putting together a fair stormer of an arcade conversion.

Now all they need to do is to transfer the humorous parts in - the waiting about scenes, the amusing balloon, the way that you can flatten guards by opening doors onto them - all that!

# BONAZA BROS.

arcade machine, there was a lot of humour, in the way that the characters were cute & rounded and the way that they fell over in a most amusing fashion.

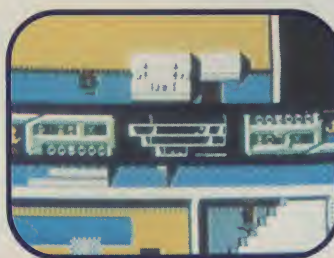
The humour was there also in little things, like the way that the characters started to get impatient if you

competitiveness that'll make the game last and last.

And... US Gold have transferred it to the 64. Hurrah!

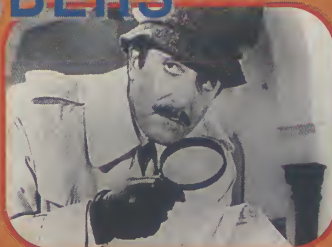
And thus the game conversion begins to take shape in a quality fashion.

There's no sound in our preview version but it will only take a few comic sounds for that department to be sorted out.



## OTHER FAMOUS ROBBERS

1. Hudson Hawk
2. The Pink Panther
3. Michael Caine in The Italian Job.
4. Butch Cassidy and the Sundance Kid
5. The Great Train Robbers
6. Robin Hood (although he gave it all to the poor)
7. Robert Maxwell (Er, I think we'd better stop there, before we end up in court! Ed)



Inspector Clouseau investigates the Pink Panther, but what would he have made of the Bonanza Brothers?

## CP'S TOP TEN OTHER BROTHERS

1. Super Mario Brothers
2. Blues Brothers
3. Marx Brothers



4. Bros.
5. Moss Bros. (swanky shop which hires suits)



6. Brother Beyond (Where are they now?!)
7. Jones Bros. (Famous London shop, now closed)

8. Charlie & Martin Sheen (well, they're half-brothers!)
9. Bobby Brown and James Brown (Er, are you sure? Careful! Ed)
10. WH Smiths and (pop group) The Smiths (Right, you're fired! Ed)





## OCH AYE THE

That master of strategy, D & H Games, has certainly eaten too much haggis over the New Year Hogmanay celebrations, cos it's to bring out a Scottish football management game called Scottish: The Match.



## GOVERNMENT STEALTH WARNING

**I**S IT A BIRD? Is it a plane? Is it a boomerang? No, it's a Stealth! New peripherals company Ktron (try saying that without spitting) believe it has revolutionised joystick design by inventing the Stealth - a games controller with a difference. Its handles are its controls, you see. You get a handle and, um, another

handle, so there's no messy sticks or finger pads (just a great big plastic Viking hat that takes up your whole table - well, er, a small table anyway). Stealth has been designed by Wyn Holloway - the man behind the infamous Speed King joystick - and will cost you £14.99.

## FREDDY'S NIGHT



## UP T

Thalamus has come back from Summer and Winter Camp and gone all football mad by signing up the Arsenal licence. What more can we say at this moment in time than - well it's going to be a football game and the players will be wearing red and white? We can tell you, however, that it'll





# THE NEW

The game will feature all the Scottish leagues, names (and I thought everyone was called Jimmy) and venues, weirdly enough. At least, with you in charge though, Rangers won't blimmin' win everything! ☺



# GHYTMARES

## Act 1

**Scene:** It's daytime at Macclesfield General Hospital and the teachers in the hospital's children's classroom have a surprise for the patients...

**FX:** Boing!!!

**Freddy:** Hello kids, I'm Freddy the Fun School 4 frog, and I've got something for you all.

**Keith (one**

**of the children):** No you're not, you're a bloke dressed up in a rather poor costume.

**Freddy:** No, I'm really a giant frog. Look, I can leap about. (He proceeds to jump and bounce and make "ribbit" noises).

**Keith:** Take this then. (Keith punches the frog in the testicles, and Freddy has to retire to the toilets).

## Act 2

**Scene:** It's an hour later

and Freddy has reappeared (walking in a rather peculiar fashion). All the children have been lined up to have their photos taken with him.

**Freddy:** Hello again children.

**Jemima:** Miss?

**Teacher:** Yes, Jemima?

**Jemima:** I'm scared! (At this point all the children start crying and wetting themselves). ☹

## 10 AMAZING THINGS ABOUT... OUR OWN RICHARD TAYLOR!!!

Who is this strangely wire-haired staff-writer with a penchant for hovering 2 feet off the ground?

1. He lives in Reading.
2. He programmed Frosty The Snowman (on our tape last issue) and plans to do a follow-up soon.
3. He often takes about three packets of Pro Plus a day because he stays up all night programming and writing.
4. He occasionally fails to make it into the office because he's working in a hippy crystal shop.
5. He is actually a hippy, and his past-times include psyching-out small animals, eating bark, and levitating in public places (hence the photo).
6. His favourite soft drink is milk and he drinks three pints a day! Well, it is what Ian Rush drinks!.
7. He looks a bit like Simply Red's Mick Hucknall (in a funny light).
8. He does eat meat (but only if he can kill it himself).
9. He once played bass in a rather, um, strange Goth band.
10. He once lost his jacket but... found it again! (That's a very poor fact indeed - Ed).



# THE ARSENAL!

be mostly action-orientated and it's being written by John Ferrari, Mr. Summer and Winter Camp himself. It should be released sometime in '92, but if the big T wants to wait until Arsenal wins the league again, the game will probably never come out! ★





## CP'S TOP TEN MEATY

1. Dizzy, Mince of The  
Yolk Folk -  
Codemasters

2. Flimbo's Chicken  
Breast - System 3

3. Hudson Pork -  
Ocean

4. P.P. Spammer and  
his Pneumatic Weapon  
- Digital Marketing Int.

5. Robochop - Ocean

6. WWF Gristlemania -  
Ocean

7. Lambbusters -  
Gremlin

8. Liver and Let Die -  
Domark

9. Atomic Robokidney -  
Activision

10. Tripemania -  
Entertainment Int.

## THE ALTERNATIVE AWARDS - 1991

Here's a few Commodore Power awards to  
celebrate the past year's events...

The Shergar/Lord Lucan Award for missing product  
Everything that was meant to be released this year -  
**Audiogenic**

The Post Office Award for promising so much and  
delivering so little  
**Cisco Heat - Imageworks**

The Edwina Curry Award for basing its entire  
philosophy around eggs  
**Codemasters**

The DVLC Award for having around five million  
licences  
**Ocean**

The Brian Clough Award for outstanding merit in the  
football management field (third year running)  
**D&H Games**

The British Rail Leaves on the Track Award for  
mega delays  
**US Gold (Where IS G-Loc?)**

The Harmony Hairspray Award for changing its  
mind over whether it is, or it isn't  
**Lemmings - Psygnosis**  
(it definitely isn't, probably)

## AND A PEEK FORWARD TO 1992 WHERE...

...Audiogenic will release a game, probably!

...Codemasters will release another five Dizzy  
games, at least.

...Gremlin will announce that it's not going to  
release any more 8-bit games, again!

...Grandslam will release Liverpool FC, like hell!

...D&H Games will release a football management  
game, surprisingly.



## OCEAN'S CARTOON CAPERS



Ocean is set to make a Legend cos it's signed up the European rights to Prince Valiant, the King Arthur-style cartoon hero.

The series of cartoons, entitled The Legend of Prince Valiant, has been appearing since September on BBC1's Childrens' TV but Mr. Prince has been around since 1937 as it's based on an illustrated historical comic. Also, in some countries, there's even a Prince Valiant toy range.

The game should hit us in summer this year but I'm a bit suspect as to whether Valiant mania, along with matching bags and toothpaste, will really take off!



## 10 AMAZING THINGS YOU NEVER KNEW ABOUT... PROBE!!!

Reviewers are always on about this game being developed by Probe, and that game being designed by Probe, but just what is this strangely named phenomenon?

1

Probe Software Ltd. don't actually publish software now, but used to. Games that were published by it included Basildon Bond (the Russ Abbot licence!).

2

Probe now programs games for other publishers, and has been responsible for most of the blockbusters in the shops for years. Smash TV, Turbo Outrun, Teenage Mutant Ninja Turtles 2, and loads more.

3

In 1990, every reviewer was rather amused that the Viz game was published by Virgin (oo-er), programmed by Probe (oo-er), and was overseen by Jo Bonar (oo-er) - pictured above.

4

Jo Bonar, apart from having an amusing name, was also responsible for BMX Kidz (on our covertape).

5

Working at Probe is a fellow named Neil Young, but not the over-weight rock singer.

6

Fergus McGovern (Probe's boss) now owns a Ferrari F-40, but only had a paltry Porsche 911 previously.

7

The team is now working on a few more big games, including Robocop 3 and Alien III.

8

They all really know how to enjoy themselves, and have been known to drink an awful lot of beer.

9

Even though we had a really, really restricted-entry Chrimbo party here at Lime Lizard Ltd., we invited Neil, Fergus and Joe, and they didn't turn up.

10

Neil does a really good impression of Pinhead (from Hellraiser), but generally ends up on the floor bleeding after driving 30 nails into his head.



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Ho do we rate games? If anybody says "badly", they'll be shot in the nades!

#### The Critical Factor

This is a little tool (oo-er) that shows you, in a very brief and easy-to-understand form, what the reviewer's overall feeling about the game was.

The four 'icons' are marked out of 10, and the overall score is a percentage (i.e. out of 100):

**Graphics** - How good are they? Are they hee-uge and colourful or teensy-weensy? **Sonics** - What's the sound like? How effective are the, er, effects?

**Half-Life** - How long will that game last? Will you still be playing it when you're old and grey?

**Fix Factor** - Does that game grab you from the off. Or does it just leave you as bemused as a squirrel with a rubber nut?

**DANGER RATING** - The reviewer's overall feeling about the game in a few easy digits.

#### The Power-Packed Logo:



Any games that get over 85% are so tremendously and fluffy that they deserve our

**POWER-PACKED** special accolade for spiffy software.

#### THE SCORES

**00 - 25:** This game is, quite uncategorically, crap to the nth degree!

**26 - 50:** Although still crap, this game has a few features that the reviewer is quite keen on.

**51 - 70:** Still pretty average, as it goes.

**71 - 84:** Definitely a good game, but not a great 'un.

**85 - 99:** A most excellent game, worth the spondoolies and no mistake.

**100:** The dog's nades!

# The Dream Team

Just who are these people that write this magazine? Where do they come from?

One major requirement of a Commodore Power staff writer is the ability to make a clear, unbiased descision on the spot.

To help obtain true clarity of thought, we put them through a process of mental exercises, including Zen Bhuddist techniques, to understand the origins of their very souls.

They were recently questioned on the latter: "Where do you come from?"



Jeff 'Cro-Magnon' Davy

"I believe that we descended from early

creatures through a process of natural selection to early Homo Erectus, either Neanderthal or Cro-Magnon.

"There is still a lot of confusion surrounding this idea, mainly the so called 'missing link' in evolution form these to morden man.

"There seem sto be a major structural difference in the cranium. No 'in between' remains have ever been found.

"Mind you, looking around Camden I think there are quite a few 'semi-evolved' humans walking around now. Look at Bob Monkhouse, for instance. I'm sure when he dies his skeleton will be of great interest to science.



Richard 'water colour' Taylor

"We have descended from a spiritual plane into our

present material forms.

"I believe our bodies were designed by a superior intelligence and placed on this planet for our use, hence the 'missing link' in evolution theories.

"Any previous human types, neanderthal, etc., have been attempts by this intelligence to produce the perfect body for survival. This could be the reason for the extinction of dinosaurs, etc.

"As we progress inwardly, there may come a time when our bodies will need to be changed again."



Alex Bardy

"I come from Archway" anounced Alex.

Yes Alex, but

where did the very essence of your being originate?

"Hey, do you know what the best thing is for a hangover? 45cl of Vodka mixed with half a bottle of Lambrusco and a generous shot of Tequila - in one! Ha ha!"

Oh dear, I think you've got the wrong idea.

"What time is it? Lets go to the pub! It's happy hour until 8 o' clock, all the drinks are half price"

But what about the meaning of life and your part in it? Doesn't that mean something to you?

"Come on, I'll get the beers in!"

Oh, alright then. Lets go.



Rik 'Har har' Henderson

"I know!", exclaims the editor of this Captian

Morgan. "I know exactly where I came from. My mother! My foetus gestated in her womb for nine months and voila! There I was. Little baby Rik looking like something from a Benetton advert.

Er, nothing more to it, then?

No transcending souls or the like?

"Nope. Just straightforward breaking of water and out I came. Simple as that."

Oh.

"I have", he adds, dryly, "had experiences of these things since, you know."



Beverly Gardener

"I think there are colonies of humans on

many planets

throughout the universe. We are part of a network, all expanding on various frontiers.

"There is only one life, one soul, one being, one ring of eternal light and energy beaming through every living thing, holding us in cosmic harmony.

"Everything breathes life, from every planet to the smallest speck of dust travelling through space.

"When we can all tune to this energy, then the next stage of inner evolution can begin."

So, er, there you have it.



# THE POST APOCALYPSE



## SHOW

What do you get when you cross Jack The Ripper with Postman Pat? Yep, that's right - here's the man with more psychological disorders than Myra Hindley. The man who makes Dr. Hannibal Lector look like Mickey Mouse. Lock up your hamsters, it's **Post Apocalypse...**



### Dear Commodore Power,

I have a brilliant question to ask you guys: What exactly is the purpose of the border surrounding the main computer screen? And don't computer games fill the full expanse of the TV screen?

Some games use the borders (Wizball, Armalyte and Forgotten Worlds) and others don't. I've tried to find out, but my friends with computers just shrug their shoulders - I thought you might be able to help.

- 2) Will Super Mario Bros. ever be on the C64?
  - 3) Can you plug a C64GS game cartridge into the C64?
  - 4) What is the best Kung-Fu game?
  - 5) How much does it cost for a reset button on its own?
  - 6) Is Commodore better than Amstrad?
  - 7) What is a Vic 20?
  - 8) What's 'Pet' software?
  - 9) What is the best disk-drive (I know they're slow) for the C64?
  - 10) Is Golden Axe better than The Dizzy Collection?
- Craig Mackie, Forfar, Scotland**



**PA:** This is rather spooky, cos all my answers are brilliant too! Firstly, if you didn't have a border on the TV all the pictures would dribble out and ruin your mum's best carpet, and then you'd be for it.



★ The Nintendo Gameboy - as good a way as any of lining Mr Nintendo's pockets, and you can play Super Mario Brothers!

Either that or programmers can't be stuffed to write a routine that expands the graphics area.

2) You should be so lucky!!! I'm afraid you'll have to line Mr. Nintendo's pockets if you want to play that game.

3) Of course. You can also plug a cheese sandwich in the port just next to the cassette port, and it has the amazing effect of making your commie spark, fizz, and then blow-up!

4) I quite like International Karate +, but I tend to find that hanging around 'Kebabaradabra' at two in the morning also ends in a satisfying barney.

5) About the same amount as it costs for a piece of plastic and two small wires.

6) Well, Commodore has absolutely nothing to do with Tottenham Hotspur - so that's something it's got going for it. Unfortunately, it sponsors Chelsea and they're even

more crap.

7) It's either an extra-strength balm that you rub on your chest when you want to get rid of a cold, or an ancient and crap computer that Commodore would rather not remember.

8) Again, it's either programmes you can run on the yonks-old Pet computer (another of Commodore's bad

memories), or it's games you can play with your hamsters, or sharks or whatever.

9) The best disk-drive is either the extremely expensive CBM 1541 II, or the Oceanic cheapo, probably. Look, I'm but a humble posty, not a techno-freak, ask me some questions about letters or parcels or something!

10) It depends if the moon is rising behind Uranus, or whether Jupiter is in conjunction with the Spooky Willow, and Led Zeppelin is floating behind the fourth star of the planet Judith Chalmers.



### Dear Post Apocalypse,

I've just got a few questions to test your mighty brain (Joke):

1. Why do you call your column the Post Apocalypse Show?

2) Is The Simpsons game any good for the C64? I've read the review but I'd like



★ The Simpsons - good game but how small are the graphics?!



your opinion.

3) While looking through another C64 mag, I noticed an advert for a Neighbours game made by Impulze. Is there really going to be one? When will it be released?

4) When is Paperboy 2 and Mega-Twins going to be released?

5) What do you think is the best value joystick for money?

6) Why have you brought out another C64 mag? There's already two others.

7) Are you and your mag rivals with the other C64 mags?

8) What's the best football management game for the C64? Where do I get it from? How much is it?

9) Do us a favour! Could you please give me a cheat for Great Giana Sisters, I can't get past Level 28. Cheers, mate!

10) Why haven't you put your cassettes in plastic boxes? It makes life much easier.

11) Have you got any kids? Are you married? How old are you?

12) I have recently bought WWF for the C64. I paid £11.99 for it, in your mag it said it was £10.99, have I been conned?

That's about it I'm afraid.

**James Bewers, Essex**

P.S. What footie team do you support. Tottenham are the best! OK!



**PA:** You are a curious little chap aren't you? They (whoever "they" are) say that curiosity killed the cat. Much more curiosity and I

may have had to come round and test out my new rocket-launcher. Still:

1) Because one day I'll be a TV Megastar! Out of my way!

2) The Simpsons is a pretty decent game. What I'd like to know is, if we only reviewed it this issue, how have you read "The review". Remember, our opinion's the best, our reviewers have been at it for years!

3) Another C64 mag? What is all this about? What's wrong with just ours? Are we not a fountain of knowledge. The next person to mention other C64 gets hot leaden suppositories!

4) Er... Now there's a question. Try ringing Mindscape on 0444 831545. Their press officer is a very

busy person and we couldn't get any answer apart from "She's in a meeting". Good luck!

5) I don't use joysticks to play games where you kill things. I go and do it for real! Happiness is a warm machine pistol! Oh, and Jeff's quite a fan of the Konix Speedking, if you're interested.

6) Now I'm getting riled. We've brought out Commodore Power because we knew it'd be brilliant and wipe the floor with all the others! Do you think there's such a thing as too many C64 magazines? It's like saying there are too many pop magazines - how can you lose out with more choice of what to read every month?

7) I'll let you work this one out.

8) In my opinion, the best football management game is no football management game. Snort!

9) Try Oozin' Eugene. That sort of scummy cheating thing is his department.

10) It doesn't make our lives easier! Ever seen a cracked slip-case? No.

11) Nope, no kids and no wife. I'm a horseman of the Apocalypse for god's sake, I'm too busy wreaking destruction to start a family!

12) Probably!



★ The Undertaker, a WWF wrestler. Would you argue about the price of WWF on the C64 with this man?

.....



**Dear P.A.**

Unlike the letters in the first issue of your fab mag (What is it with that word? - PA) Commodore Power, I'm not going to complain about the free tape (in my opinion it's much better). I'm not going to say that you look like Freddy Mercury (anyway, you look much more like Jams from

## ★ LETTA OF DA MUNF ★



**Dear Posty,**

I am writing another short letter to you as I apologise for the comment on the cassette box. I think your new slip-case is a lot better than the crummy plastic box that the rest have.

The only problem is that the mag is a bit too pricey - it should be £2.10. But the mag is FAB (remember that word).

Now, about Frosty The Snowman. We had that game on the YC tape 13, why have you put it onto your fabby tape (that word again). Also, could you please, please get a demo of The Simpsons on your fab tape. And I liked your doodish poster - it's totally fabby!!!

**Geoff Miles, Didcot, Oxon**

PS. Got anything else on the C65?

PPS. This letter should be 'LETTA OF DA MUNF'.

PPPS. Remember all the 'fabs' in my last letter?



**PA:** Aaaaargggghhh! Fab attack! Anyway, in answer to your questions: Frosty appeared again through popular demand from the squillions of people who didn't get it last time, also it was Chrimbo after all.

The Simpsons refuse to appear on our tape, but as you were Letta of Da Munf, you can have my copy of the brill game. And as for the Letta of Da Munf award, it just shows you that's it's okay to ask sometimes (but I'd rather have a bit of grovelling and a bribe or two in the future).

Speedball 2). No, I'm just going to ask a few simple questions:

1) Could you give me the address of Ocean Software, as I really want Battle Command on cart, but none of the software stores in Cardiff believe me when I say it's available?

2) Have you thought of asking your readers to send in reviews of their favourite games?

3) Will you be putting games created by readers on your tape?

Yours, hoping that you'll print this, or I'll never read your mag again (well, at least for a month or two).

**Neil Murray, Cardiff**

P.S. I hear plastic surgery can do wonders these days!



**PA:** Here's the answers then, I suppose:

1) Ocean Software can be contacted at: 6 Central Street, Manchester, M2 5NS.

2) We thought about it, and you'll be getting some sort of request for them pretty soon, probably.

3) If readers send them in, they'll be looked at by our qualified team of games experts (er, Rik, Jeff and the office cat).

By the way, if you don't buy the mag for a couple of months how would you know if your letter's been published?

And plastic surgery? You cheeky get!

**Right, that's yer lot, so send whatever winges, moans, grouches, gripes, and snipes (or even more glorious praise) to:**

**POST APOCALYPSE,  
COMMODORE POWER,  
24 Highbury Grove,  
LONDON,  
N5 3EA**

**And you could be in with a chance of grabbing some prime goodies or other wonderful things from the posty post-bag.**



# SPACE MUTANTS ARE INVADING SPRINGFIELD!

That's right man!

A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

**PRETTY COOL HUH?**

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man. Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

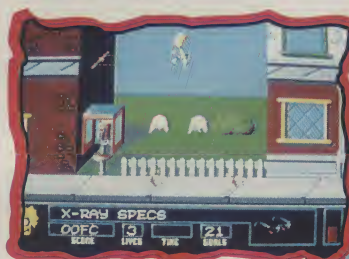
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

**BUY THIS GAME!**

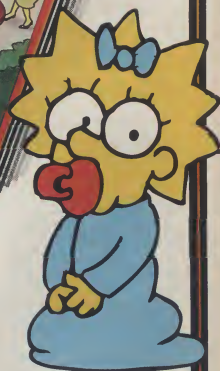
Thanks man.



MATT  
GROENING



IBM PC  
AMIGA  
ATARI ST  
SPECTRUM  
COMMODORE  
AMSTRAD



**Acclaim®**  
entertainment, inc.

**ocean®**



# wheels of steel

Four games, eh? Four blimmin' games. It makes you wonder exactly what that's worth!

Well, let's say that each game is worth the same as a budget game - £3.99. Times that by four, £15.96, and you've got a tape that is worth nearly sixteen quid, for nothing!!! And imagine that sixteen quid could buy you around 53 Mars Bars, or around 45 cans of Coke, or 32 copies of 2000AD... Blimmin' flip, what a bargain!!!

**SIDE ONE**  
Aftermath  
BMX Kidz

**SIDE TWO**  
Dead Zone  
Space Invaders

## BMX KIDZ Jo Bonar



You have to come in the top three in order to qualify for the next race. You must also perform

wheelies and stunts, the number of which is shown on the track information at the start of each race.

Do wheelies by pressing and holding fire whilst on a flat surface. Do stunts by rotating your bike in mid-air, after a jump, so that the front wheel is high, then pressing fire after rotating the bike so that it lands flat to the ground - if you don't land correctly, it will not count. Practice makes perfect! Press fire whilst on an upward slope to jump.

You must collect the cans of fizzy pop for energy, the more you have the faster you can go. Collisions with other



bikers cause you to lose spokes, collect the wheels to repair them! If you run out of energy or spokes, you'll come a cropper! ☹

### Other controls:

RUN/STOP - Pause  
R - Restart after pause  
Q - Quit to the title page

## CONTROLS

### When the bike is on the track:

Joystick up - Moves bike left (up the track)  
Joystick down - Moves bike right (down the track)  
Fire - Pull a wheelie (release the button to stop wheelie)  
Note: Popping a wheelie on an upward ramp will cause the bike to jump

### When the bike is in the air:

Joystick left/right - Adjusts angle of the bike (rotate)  
Fire - Perform a stunt if the front wheel is 'high'

## SPACE INVADERS Commodore Power



Re-live those great moments of arcade hysteria with these four great blasts from

the past. Remember Space Invaders? Well, those crafty aliens are ready to challenge you again.

The Snakes are still hungry and are not particularly fussy about what they eat, be it food or the other snake!

Transport yourself back to the Asteroid belt and zap those asteroids before you're smashed by them!

Dare you take up the deadly duel of Space Wars?

As you may have guessed, not only have you got Space Invaders here, but three other classic arcade games, as you've seen them before.

To select a game, move the joystick to the desired game and press RETURN. To return to the menu, press RESTORE. ☹







### Space Invaders

Move your defending craft left and right to avoid the invading aliens and shoot them into oblivion as quickly as possible.

### Asteroids

Your Thracian fighter craft is entrapped by the interplanetary asteroid belt between Sirius 5 and Sirius 6. The only way through is to blast the speeding debris into oblivion and avoid the shattered fragments of rock as you go. As a last resort, the hyperspace facility will transport you to another location within your spacial zone. As the colossal asteroids speed past you, threatening your Thracian fighter-craft, one mistake can cost you your life. This is truly a game of skill and split-second timing!

### Snakes - 2 Players

Eating food makes you grow longer. You can eat the last half of the other player's tail. To trap the opposing player scores you 20 points while eating food scores you 1-9 points.

### Space Wars - 2 Players

Select difficulty with the Z and X keys, and select the required option using SPACE. To start the game press RETURN.

## CONTROLS

Keyboard or joystick (as indicated on screen)!!!

## AFTERMATH Prism



In the Aftermath, the Saurans rule unchallenged. Death appears inevitable. No-one has returned



## CONTROLS

Joystick or keyboard!!!

Pull back the joystick and press fire to release a bomb!

## DEAD ZONE Prism



CRAZZ, SLUMMN, ZEZZIG!... You are in Bizarre City now, Bimbo! This is the surreal view of reality... or is it reality? This could be nightmare junk, or what the Grimfathers always feared... The Dead Zone. ☼

## TIPS

You must collect all eleven objects on each screen.

Avoid all forms of mobile life (and some immobile), they are out to get you.

Your fieballs are powerful, but are they powerful enough?



from the Strategic Command Centre, although it is doubtful that they ever got through the dreaded discs of death and the impenetrable Veloscraft. However, there is one lone surviving freedom fighter who cannot accept defeat... ☼

## CONTROLS

Joystick in second port only!!!

RESTORE - Aborts game

## If you have a spot of trouble...

Go and see a doctor!

If instead it's your tape that fails to load, first check the heads of your datasette (this is VERY important). If you've found them to be okey-dokey, pop the offending item (the tape) into a jiffy bag, with an explanation of the problem, and send it to:

Commodore Power Tape 2 Returns,  
Tudor Enterprises,  
2 Quadeast,  
Warne Road,  
Weston Supermare,  
BS23 3UU.

If you include a strong self-addressed envelope or jiffy bag, you'll get a new one that little bit more quickly - cheers!!!





# DOUBLE DRAGON

## THE III

### ROSETTA STONE

© 1990 Technos Japan Corp.  
"Double Dragon III The Rosetta Stone"™ is a trademark of Technos Japan Corporation.  
Licensed from Tradewest Inc.  
A joint Sales Curve/Tradewest Publication  
© 1991. Programmed by The Sales Curve Ltd.

### THE TOUGHEST JUST GOT TOUGHER!

From the one armed headbutt, to the locking head squeeze - only those with a superior mastery of the fighting arts will survive the toughest challenge yet in Double Dragon III. Equipped with nunchukas, grenades, knuckle dusters and swords your journey will take you through five perilous missions in exotic locations throughout the world.

If you survive the onslaught you'll retain your honour and discover the truth behind the Rosetta Stones. If you fail... you only have yourself to blame.



The Sales Curve Ltd,  
50 Lombard Road,  
London, SW11 3SU  
Tel: (071) 585 3308.

SCREEN SHOTS FROM C64 & AMIGA VERSIONS

**Availability:**  
Atari ST, Amiga - £25.99  
C64, Spectrum & Amstrad  
Cassette - £11.99  
C64 & Amstrad Disk - £15.99  
COMING SOON : IBM PC - £35.99









**Where will you like to be in five years time?**  
Swindon.

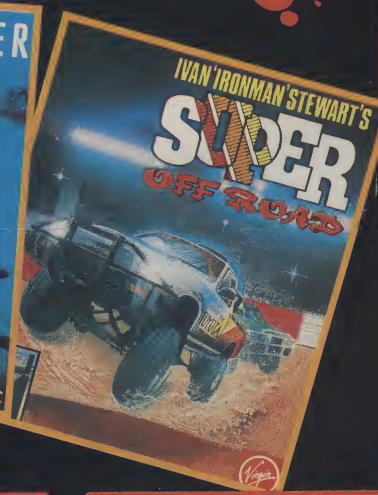
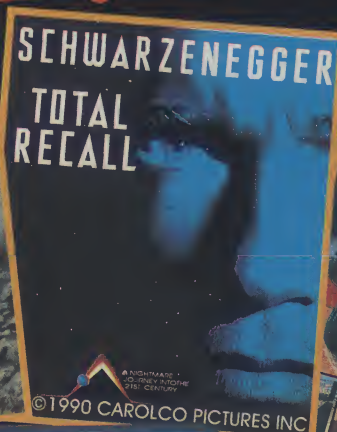


# 2-HOT 2-HANDLE

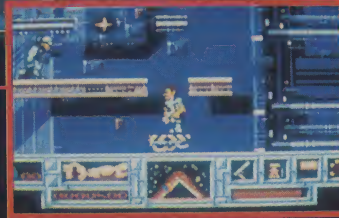
THE SPECIAL PACK OF ACTION GAMES THAT WILL CAUSE A

# 2-HOT

# 2-Handle



**ocean**



**AMIGA ATARI ST**

**ocean**

**AMSTRAD  
SPECTRUM  
COMMODORE**





# ROLLING RONNY

Alex Bardy burst into the office the other day. "I've got a great new set of wheels! Do you fancy a spin?" What we didn't know was that he meant his shiny rollerskates that he'd just bought in Camden Market. Oh well.

## POWER INFO

Supplier: Virgin  
Price: 10.99 tape  
14.99 disk  
Availability: Out Now!!



Let me say straight off that I have never been the greatest fan of platform games.

Indeed, I think

Mario and Co.

are decidedly boring rip-offs of the original (and dare I say best-ever) platform-type game. I refer, of course, to Jet Set Willy! So what the blinking bellafloops is Rik givin' me a game like Rolling Ronny to review, unless of course he wants me to 'do a number on it' without taking the flak himself!

No amount of fancy dress can hide what this

game is all about — you must take on the role of Rolling

Ronny, a flame-haired, red-nosed errand boy with a penchant for roller skating, and pass through nine increasingly more difficult levels, each with its own distinctive moving/jumping/flashing pixels representing goodies, baddies,

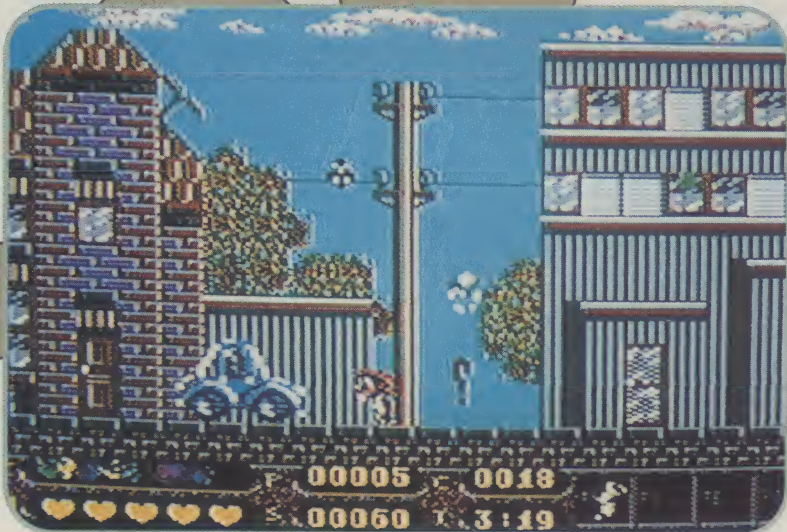
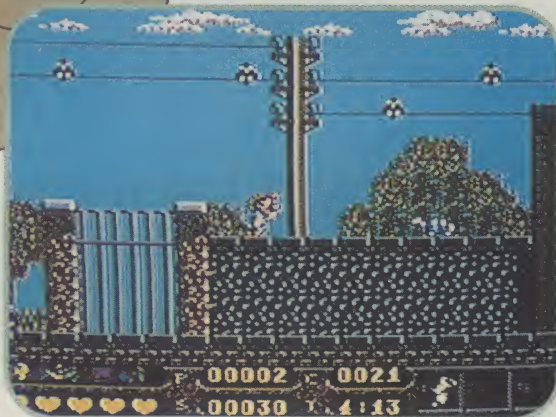
inspiring graphics and/or devastating sound effects. Quite frankly the whole caboodle is one great big pile of moosh.

Truth be told, the first couple of screens pack a few nasty surprises, but by the time you reach the third level things get really out of hand, and what's probably the most annoying aspect of the game is the fact that you have to reload the

whole bloody lot every time Rolling Ronny bites the dust — even on the first level — and believe me he does bite the

dust, very often! By no means a fantastic programming feat I'm sure you'll agree...

For all its bells and whistles and trend-setting, cool-dude imagery, I'm afraid this is just another one to be unpacked and played for a few hours, then stuffed at the very bottom of the



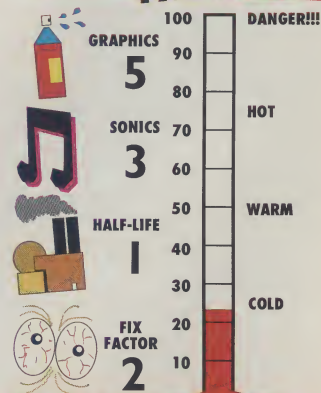
and the indifferent.

Levels include The Sewers, Municipal Offices, Feldington Dock and Scotland Yard; and none of them feature awe-

deepest darkest software cupboard in the house, never to be seen again.

The best place for this game is the shelf you picked it up from, honest! ☆

## CRITICAL FACTOR



DANGER RATING

23%





# the **BLUES BROTHERS**

**"Everybody needs somebody to lurv..." Sings Rik Henderson, as he smokes two hundred ciggies (not to be copied), drinks a bottle of Jack Daniels, and falls over.**

## POWER INFO

**Supplier:** Titus  
**Price:** £10.99 tape  
 £14.99 disk  
**Availability:** Out Now!!

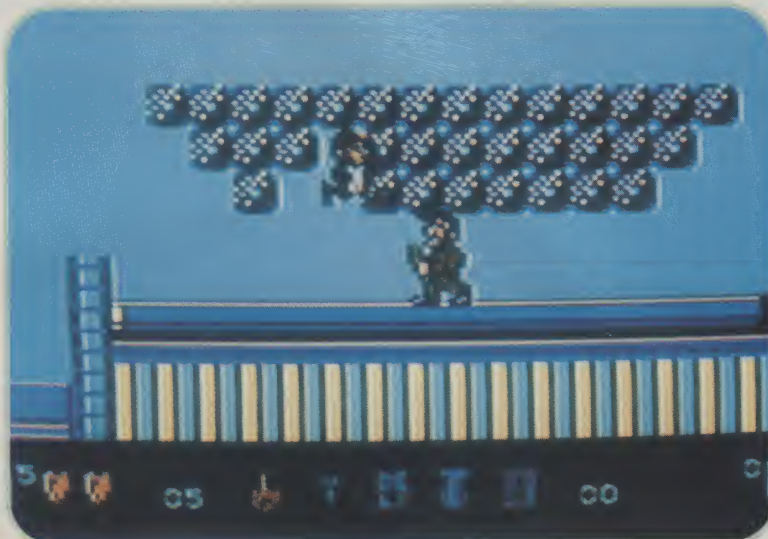


What do the early eighties mean to you? Adam and the Ants? Wearing god-awful, bright yellow Tachini tracksuits? Sitting down in a Wimpy and eating a bender (honest - it was a sort-of-curved up frankfurter in a bun)? Seeing ET fifteen times, and still having to wring out your hanky after each? To me it means The Blues Brothers.

It was around that time

that I discovered soul, jazz and rhythm and blues muzak, and The Blues Brothers was the film that had all of that, plus comedy that you'd never find in a Russ Abbot Christmas Special. Starring Dan Akroyd and John Belushi - from the American comedy show Saturday Night Live - it soon became a cult hit, and rightly so.

Unfortunately,



do with the revitalisation of the Blues Bros., in the form of this Titus game.

The first thing you notice about this game is that it's not based on the cellular exploits of the rocking duo, but now

I've got that out of the way, we can really get grooving.

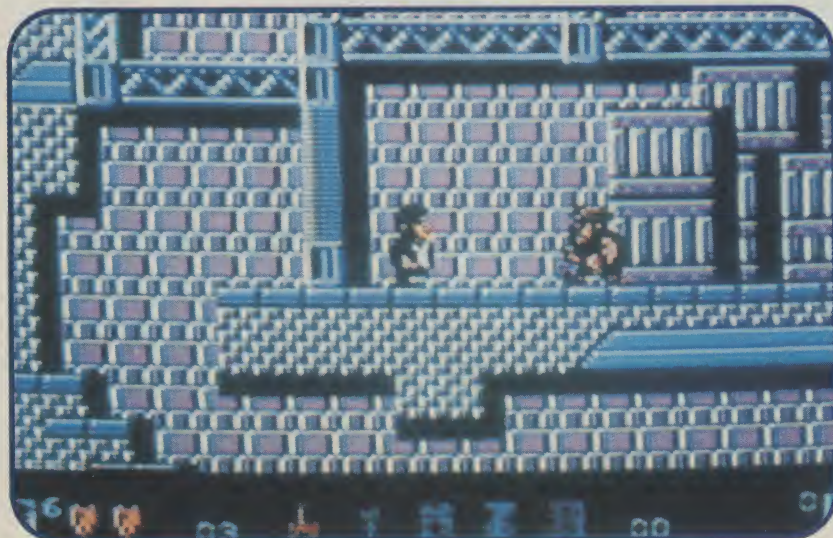
Instead, it seems to owe more to popular games like the Mario ones on the Nintendo, and other console-kind platform-'em-ups.

You take the part of either Jake or Elwood (or if you've got a friend whose major policy is, "have joystick, will travel", you can play both characters at once), who have to perform at a gig on

this very night. Unfortunately, the local rozzer has decided to try to scupper your plans and run you out of town, by hiding all your equipment and instruments. It's up to you, therefore, to hunt down the

## CP's Top Ten blue things...

1. Stilton
2. The cat out of Dougal and the Blue Cat
3. The Queen's blood (probably)
4. The Smurfs
5. Marco the designer's jumper
6. The Pacific Ocean
7. The Sky
8. Tits
9. Meths(Well, blue-ish)
10. Raspberry Slush Puppy (Honestly!)





## WIN! BLUES BROTHERS LOOT!

To tie in with this most excellent Blues Brothers game, Palace software, who are marketing it in Britain, have elected to give away some spiffy prizes.

Rik mentions how ripsnorting the film is (and it is!), so Palace have coughed up 6 videos of the motion picture, starring Dan Aykroyd and John Belushi. To get your mitts on one, just name two other films in which Dan Aykroyd has starred and send your answer to: **"Someone to love" compo**, Commodore Power, 24 Highbury Grove, London, N5 3EA, by March 1st. The Co-Eds' decision is most certainly final.

said items of loud muzak, and grab them before the curtain opens and your reputation is ruined.

The musical instruments are scattered around the town, one in every major

ness, and are most console-like. But its major factor is that it's so addictive that you'll probably have to be pried away from your joystick with some sort of industrial solvent antidote. ☘

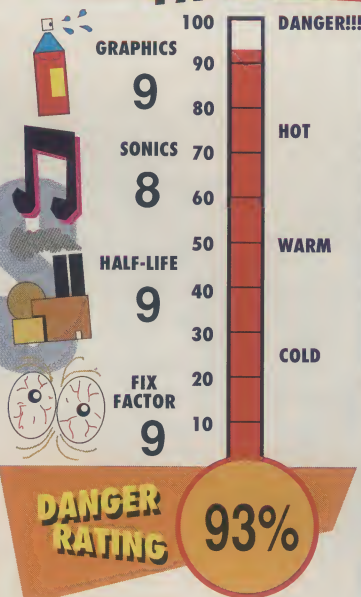


landmark, and you have to seek them out one at a time (i.e. one per level). The levels are huge buildings, and should definitely be mapped. There are six of them in all, with the sixth being a secret level, and although the first three are slightly easy, it gets a lot harder, don't you worry.

The gameplay is terrific - it's all multi-directional scrolling, while you leap around collecting records, and hunting for the elusive musical equipment. There are tonnes of enemy sprites, all stationed around to shoot at you, whizz at you, or, in some way, give you serious grief, and the maps of the buildings are extremely cunningly designed (so you'll have to visit everywhere, just to complete the level).

The graphics ooze cute-

## CRITICAL FACTOR



# volfied

"Can I have a Volfied please?" said **Richard Taylor** striding into the car showroom. "Are you sure you have the right shop Sir? I fear you may need the chemists.", quoth the salesman.

## POWER INFO

**Supplier:** Empire  
**Price:** £10.99 tape  
 £14.99 disk  
**Availability:** Out Now!!

Moving around the screen are several nasties and one big one, all with quite unpredictable movement and all bent on getting in your way.



Apparently, this arcade game has been out for a few years, although no-one

I know has ever seen it. It really is just a version of the old game "Qix" with added thrills and frills.

The idea (in case you don't remember "Qix") is to claim as much of the play area as you can by drawing a line around it. You can move up, down left and right



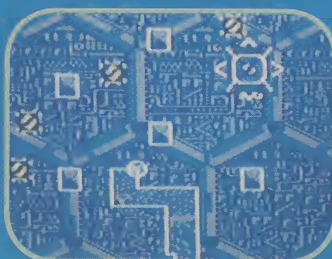
If you trap them, they die and if you trap the big one, a million points are awarded (which is quite generous) and the level is complete.

The background graphics are good and the sprites are OK in places. The sound is limited but fitting, but the gameplay itself is incredibly addictive!

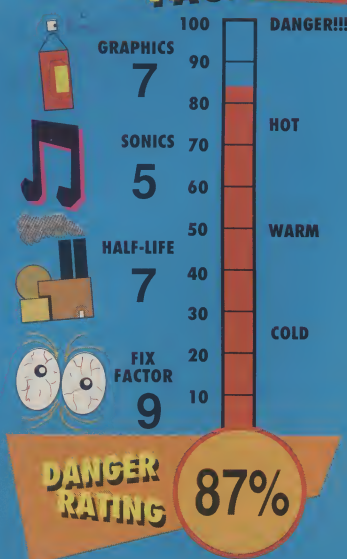
Everybody in the Commodore Power offices found themselves hooked on this for a long time. ☘



and when you do a trail is left behind you. If anything hits this trail you are dead, and to complete the trail you must join up with another, either on the border or previously drawn by yourself. You have to get 80% of the area at least, any more and bonus is awarded.



## CRITICAL FACTOR





# DIZZY'S EXCELLENT ADVENTURES

Armed with his book of 1001 egg jokes, **Rik Henderson** delves into the shell of this compilation and finds out whether it's well-done or gone off. (That's quite enough crap jokes! Ed)



When Codemasters released the first Dizzy game, there was no indication that computer gamers would take the character to their hearts with such fervency. Now here's a pack that will have any sizzling Dizzy fan crackling at the edges:

## SPELLBOUND DIZZY

This is one of those typical arcade/adventures that made the egg-like fellow so popular, and seems to be pretty similar in gameplay and style to any other Dizzy arcade/adventure. The plot is more complicated than most, and that's what matters in this sort of game; You have to travel about, finding your pals and arranging for them to be transported back to

Dizzyland. My only gripes about it are a) If there are 100 screens of gameplay (as it says in the



instructions), you only need to visit 28 of them to finish the game - see our map in Oozin' Eugene. And b) Dizzy graphics are always ported directly over from the Speccy (colour clash and all), and it just doesn't impress us

commie owners.

## PANIC DIZZY

This is the Oliver Twins' stab at a Tetris-like puzzle game, and ends up a bit flat on its face. As Dizzy, you have to slot shapes that fall from four different chutes, into their counterpart holes on a conveyor belt below. It's all a bit dull, and even

## POWER INFO

**Supplier:** Codemasters  
**Price:** £10.99 tape  
£14.99 disk  
**Availability:** Out Now!!

## KWIK SNAX

Kwik Snax has been around a bit but it's still a good variation on the old running-'round-a-maze-being-chased-by-meanies' theme.

When all the games are added up, though, you can't help feeling that The Dizzy Collection, was a lot stronger. There's too much variety for the true Dizzy fan who'd prefer to have five arcade/adventures, and a couple of the games are just too weak. If you've not come across Dizzy in the past though, or you feel that you need the eggcellent Prince of the Yolk Folk (it's only available on this compilation) it's certainly worth a crack at (groan!).



★ An eggcellent shot from Dizzy down the Rapids. Here, Dizzy shouts "Yeah!" as he discovers yet another game with him in and looks forward to buying a new car with the royalties.

though the levels get incredibly fiendish, it doesn't have that addictive quality a good puzzler needs.

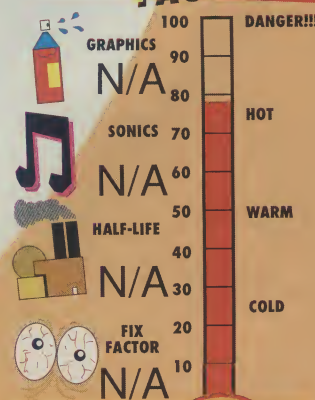
## DIZZY DOWN THE RAPIDS

This is the Dizzy form of Toobin', although it owes more, in style of gameplay, to a bog-standard shoot-'em-up. Dizzy sits in an old apple barrel and you have to guide him (a friend can join in too - with Daisy in her barrel) down the perilous river and away from Rockwart the Troll.

It's all good fun, and quite simple to get to grips with. **DIZZY - PRINCE OF THE YOLK FOLK**

This was written especially for this pack, and as such is not quite as complex as the other Dizzy adventures. That said, it's the one I've played most since we received it here at Commodore Power - just don't expect anything new.

## CRITICAL FACTOR



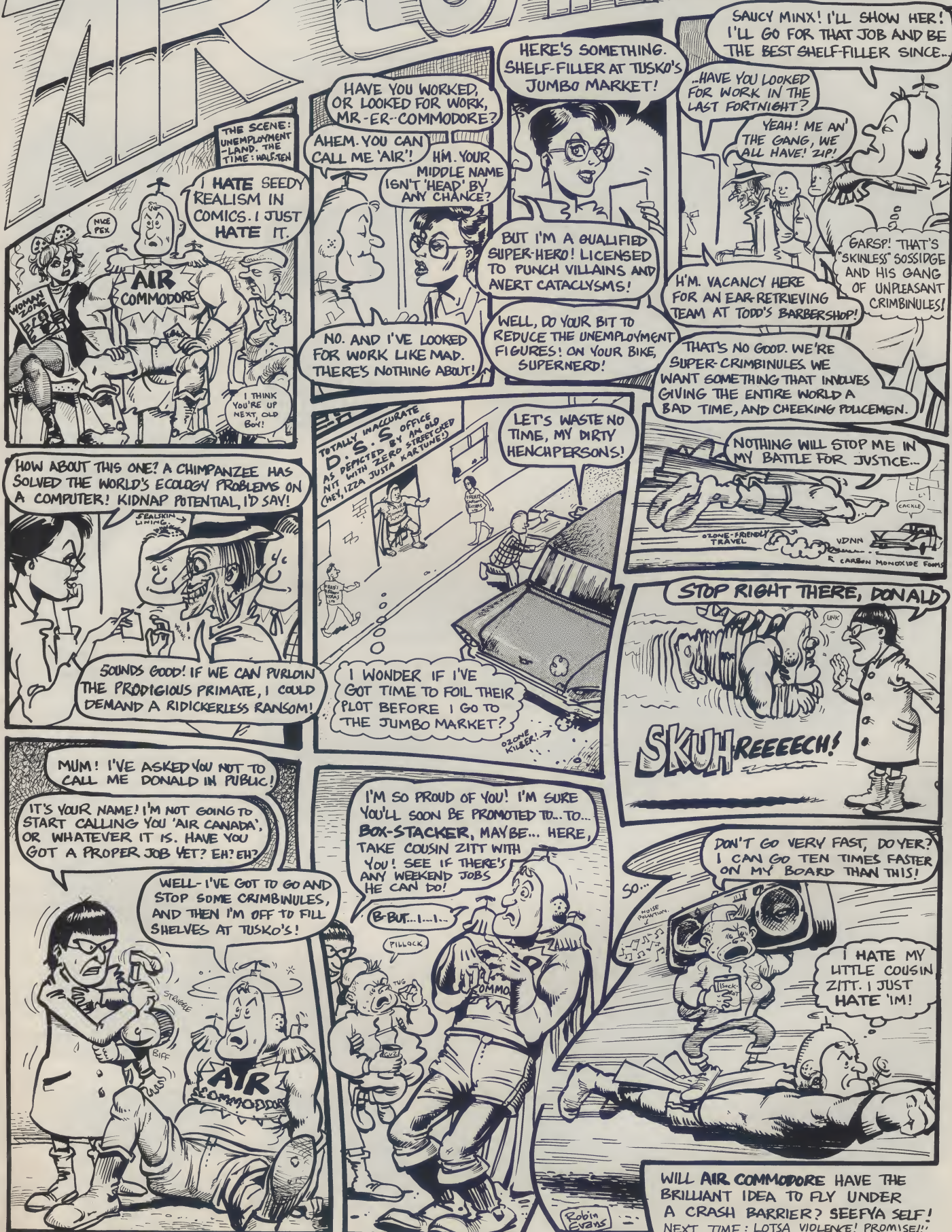
DANGER RATING

79%



He's keen! He's Green! He isn't mean! Heeeeee's

# THE AIR COMMODORE





# STORM

## THE COMMODORE POWER

Deep in the heart of sarf London lies Storm, the software peeps behind Double Dragon III and Rodland. Rik and Jeff decided to challenge a hand-picked team of games experts from the company at a game or two of their chosen arcade machine with the winner being completely splendid and the loser a pile of poo. Words by *Rik Henderson*. Pics by *Jeff Davy*.

## THE GAME



Indy Heat was the 'weapon' chosen, and it's the game that Storm are to convert next to the good old commie. Being the successor to the excellent Ivan 'Iron Man' Stewart's Off-Road Racer, it's very similar in style.

It has the same sort-of top-down viewpoint as Super Sprint, but offers trillions of levels, nitro boosts, additional extras for your car, brilliant graphics, and gameplay so fast and furious that both Jeff and myself quaked at the very thought of having to tackle its courses.

## THE CONTESTANTS

**Nadia Singh (Storm)**  
Nadia is the Press and

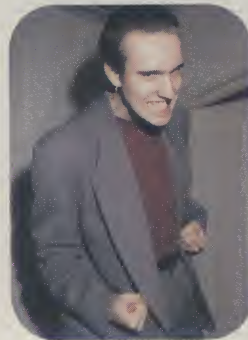


Marketing Manager at Storm, and as such is the person us journalist-types have to hassle, er, ask nicely for copies of games, etc. In her spare time she plays the Stylophone with such



grace that you'd be convinced a small bird was sitting on your shoulder.

**Shaun McClure (Storm)**  
Shaun sort-of appeared out of the section of the Storm office that's reserved for programmers and other animal wildlife. His



hobbies include Otter throwing and running up to people in the street saying "it's nice out, isn't it?"

**Rik Henderson (Commodore Power)**

As one of the co-editors of this fine organ, Rik often finds himself in strange



circumstances. Once he found that a train that was marked to go to Harrow and Wealdstone also went as far as Hemel Hempstead - amazing!

**Jeff Davy (Commodore Power)**

Jeff's ambition in life (as well as kicking the ass of every other commie mag in existence) is to live long enough to see the bloke in the coffee ads give his next-door neighbour more than a cup of coffee.

## THE RULES

Apart from the rule of there being very few rules, contestants had to race each other over three races. Each race won by the contestant was forgotten, er, marked on a piece of paper and the winner is the one who had won the most races overall.

## THE RACES

**Race 1 - Nadia vs. Rik**  
Nadia set the trend straight away by smegging Rik to the tune of 2-1. Rik humbly moved aside.

# CHALLENGE



# OVER R M HUMILATION TOUR

## Race 2 -

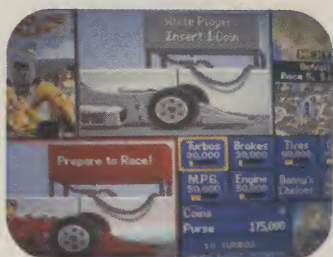
Shaun vs. Jeff  
Shaun just came through in the end to prevent Jeff from getting a bit of credibility back for the CP boys. Similarly, it was 2-1.

## Race 3 - Nadia vs. Jeff

Jeff's early form was completely annihilated, and he had to go and cry for a little while. 3-0.

## Race 4 -

Shaun vs. Rik  
Again Rik managed to snatch one race, but was defeated yet again. 2-1.



## Race 5 -

Nadia vs. Shaun  
Nadia had a little bit of a shock, but came through to win comfortably. 2-1

## Race 6 - Jeff vs. Rik

Rik, looking to beat his co-editor, said after the event, "I was robbed!" 2-1



## OVERALL SCORES

Nadia 7  
Shaun 5  
Rik 3  
Jeff 3

And this goes to prove a couple of things. Firstly, the Commodore Power team are completely crap; secondly, anybody who says females can't play computer games should have their views shoved up the same orifice from which the comment came. Hurrah for Nadia!



# CHALLENGE



# SUPER HEROES

With his underwear outside his trousers, **Rik Henderson** is not a pretty sight. We're not too sure about the curtain he's got tied around his neck, either.

## POWER INFO

**Supplier:** Domark  
**Price:** £14.99 tape  
 £19.99 disk  
**Availability:** Out Now!!



Not one to be left out, Domark has released yet another compilation to add to the stack of

them in the corner of the Commodore Power office.

Spookily enough though - well, spooky for Domark anyway - is that this one only features one game released by the company before, the rest are from all over the shop:

### LAST NINJA 2

This is the System 3 game

that acquired huge scores from reviewers when it first came out, since which time it has been altered to become Ninja Remix, and a sequel has wowed C64 owners everywhere.

It's an arcade/adventure, but not in the conventional sense of the term, more so that you have to wander around, find objects, and solves puzzles. The major difference with it, though, is that there's a great deal of duffing-up to be done too.

The graphics are exquisite, and the action is viewed in a sort-of 3D top-corner-down perspective, but the gameplay is so well judged that it's most definitely worth adding this classic to anybody's collection.

### INDIANA JONES AND THE LAST CRUSADE

If you didn't read the review of this in last month's Budgie Column you'll not know that Indy is a platform/maze game based on the film of the same name. Similarly, you'll not have found out that it was also a mite difficult.

There's beat-'em-up aspects to the game, and a little bit of exploring, but, unlike Jason Miller, I found it

inclusion, and is a pretty worthwhile one too. It's a collection of different game styles (Spyhunter, shoot-'em-up, and more), all put together



on different levels to make up one large, multi-load, Bond extravaganza.

I liked it when it came out, and it hasn't lost any of its playability.

The major problem with Superheroes is that there's only four games, when other compilations are boasting six, ten and even twenty of them. Last Ninja 2 is very good indeed, but it's cancelled out by the average quality of Indy.

I can't really say that the pack's got very much going for it, and I can see people could well go for The Hits 2 or Chart Attack instead. ☆



all a little too mediocre to grasp my attention for long.

### STRIDER 2

This seems to crop up on every compilation ever released (well, it looks that way), but it was pretty well-received on its initial launch, so we'll forgive it.

It's a platform game, and rather unashamedly, too.

As Strider, you have to leap around the many, many sections of the huge levels of play in order to a) find energy to allow you to become a robot when you fight the end-of-level bad geezer, and b) look really cool in the new pair of tights your girlie bought you.

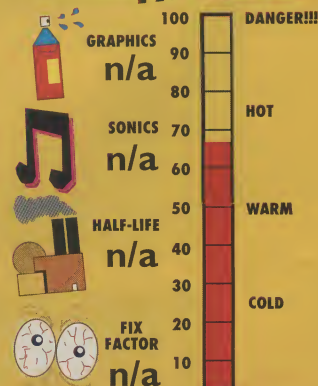
Strider 2 is reasonable but it's already starting to look a bit dated.

### THE SPY WHO LOVED ME

This is Domark's own



## CRITICAL FACTOR



DANGER RATING

67%





**BLACK CRUISER**  
 Fully Microswitched  
 Robust Steel Shaft  
 Available in Standard  
 or Autofire Models



**MULTI-COLOUR CRUISER**  
 Fully Microswitched  
 Robust Steel Shaft  
 Available in Standard  
 or Autofire Models



**ZIPSTIK SUPER PRO**  
 Fully Microswitched  
 Robust Steel Shaft  
 Available in Standard  
 or Autofire Models

**CRYSTAL TURBO CLEAR**

- Fully Microswitched
- Switchable Autofire



**SURESHOT STANDARD**

- Robust Steel Shaft
- Microswitched for sensitive control



**SURESHOT SUPREME**

- Fully Microswitched
- Switchable Autofire



**CRYSTAL TURBO**

- Fully Microswitched
- Switchable Autofire
- Available in Red, Green and Black



**CRYSTAL SEGA**

- Fully Microswitched
- Available in Standard or Autofire Models



**COMPETITION PRO STAR**

- Fully Microswitched
- Robust Steel Shaft
- Switchable Autofire and Slow Motion
- Temporary Rapidfire and Slow Motion
- Also available for Sega Master, Sega Megadrive, Nintendo, NEC PC Engine, and PC with Games Card



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- Also available for Sega Master, Sega Megadrive, Nintendo, NEC PC Engine, and PC with Games Card



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# Big Thrills!

**INSIDE**  
win lots of  
goodies



**judgement on gotham**  
Batman versus Judge Dredd

**F**

**FILMS**  
Don't tell her it's me, Blame it on the Bellboy, Godzilla vs. Dave Hackett

**M**

**MUSIC**  
Airhead, Senseless Things, Chagall Guevara, Bill and Ted soundtrack, Thousand Yard Stare, Music Corner

**V**

**VIDEO**  
Thelma and Louise, Doctor Who, Space 1999, Sapphire and Steel, Pet Shop Boys, Mr. Strangely-Dull's Weekend

**C**

**COMICS**  
Judgement on Gotham, Comic Reviews

**B**

**BOOKS**  
Worlds of Power

**T**

**T.V.**  
Monkey, The Brady Bunch, Press Gang







**Blam!**  
**Skreee!**

**Bokk!**

**Kerrash!**

**Splooosh!**

**Heads down -**

**dodge the**

**shrapnel! It's**

**time for the**

**Judge**

**Dredd/Batman**

**team-up!**

Question: What do you get if cross two of the toughest, hardest, meanest crime fighters ever with a handful of the

characters like Strontium Dog, Judge Anderson, Robo-Hunter and, of course, Judge Dredd for '2000AD' - as well as writing a fair few characters in America, including Lobo, L.E.G.I.O.N. and Batman. When they were originally asked to write the team-up back in the early 80's, though, they really

**"There's a heavy metal band in it, called Living Death, who play a huge concert at the end of the story - just before meeting a grisly end at the hands of Judge Death!"**

weren't too keen on the idea: "There were some problems within the companies concerned (Fleetway and DC) at the time, which made us shy away from getting involved in a project like this," says Alan Grant. "Also, John really hated the idea of writing superhero comics. He really couldn't see the point of writing about grown men who wore tights. Gradually, though, as he's written about one or two superheroes over the years, he's found that they're not as bad as he first thought."

Angel and the Scarecrow.

It's also the most long-awaited comic EVER, having taken nearly ten years since the idea was first conceived to the comic actually appearing in print. Over the years, several writers - like 'Watchmen' author and professional hippy Alan Moore - have been approached to take on the task, but it wasn't until last year that Alan Grant and John Wagner finally agreed to put pen to paper (of finger to word processor, even) and the result is the entirely mental 'Judgement on Gotham'!

Grant and Wagner are two of the most prolific comic writers in the UK and America, having created

toughest, hardest, meanest criminals ever? Answer: Total mayhem! Yep, for those of you who didn't find a copy of 'Judgement on Gotham' in your Christmas stocking, then we up here at Commodore Power recommend that you do yourself a favour, steam on round to your local comic emporium and purchase yourself a copy - immediately!

It's a violent, frenetic, tongue-in-cheek romp in which Batman and Judge Dredd are forced to team up against a whole host of baddies from both their worlds - including Judge Death, Mean Machine

Previous big-selling Batman comics like 'The Dark Knight Returns' and 'Arkham Asylum' looked at aspects of the Caped Crusader's life in a deep - some may even say pretentious - fashion, but when Grant and Wagner eventually agreed to write the story, they opted for a fast-paced, over-the-top,

both Alan and John felt he was the right person to convey the fast and violent feel of the comic. "Simon's a big heavy metal fan, and in a way 'Judgement' is like a heavy metal video. There's that guns 'n' leather feel to the story and it's also got a very speedy pace, which I think gives it a lot in common with heavy metal generally. There's also a heavy metal band in it, called Living Death, who play a huge concert at the end of the story - just before meeting a grisly end at the hands of Judge Death!"

So there you have it! 'Judgement on Gotham' is an utterly brilliant comic! Buy your copy now, or we'll send round Mean Machine Angel to go up to four on ya! (MB)

action-orientated approach instead.

"We were presented with the chance of writing something really deep and meaningful about Batman and Judge Dredd, but at the end of the day, comedic writing like 'Judgement' is much more fulfilling. I'm not entirely a philistine, it's just we felt that writing 'Judgement' as a black comedy was a lot more natural than some dark, explorative piece. Y'know, the reality of the situation is that Batman, Dredd, Death and all the rest are complete psychopaths, and we felt it our duty to thus reflect the instability of their characters by writing scenes of exceptional violence and lunacy!"

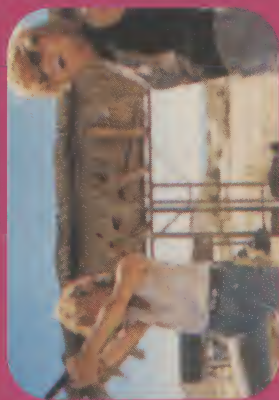
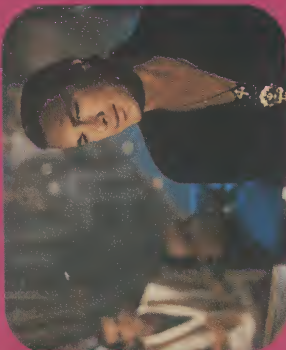
And exceptionally violent and pretty lunatic it all is too! Responsible for this - apart from Messrs Grant and Wagner - is ace artist Simon Bisley. Bisley's wowed comic fans everywhere with his 'Slaine' artwork for '2000AD' and 'Lobo' series for DC and





## Spooky!

If you grew up in the 70's, like most of the CP Team, you'll remember Sapphire and Steel, a spooky series starring Joanna "New Avengers" Lumley and David "Man from Uncle" McCallum. They appeared as two elemental super-agents sent to solve tears in the space/time corridor and got up to all manner of strange things in strange places with strange creatures and strange 1970's haircuts. It was pretty gripping, and ITC Video have just released the six-part, simply-named *Adventure One* into the shops. Hurrah!



## Out for Justice

Warner Home Video (Rental) '18'

Gino Felino (Steven Seagal) - a cop and unlikely animal-lover - is riled. Mightily riled. Some crack-smoking punk has wasted his best friend and he is, as the title might suggest, out for some instant justice - from the barrel of his niftily-wielded shotgun. So off he goes, around his Brooklyn neighbourhood, questioning, arresting, punching, kicking and blasting his way through street punks, Mafia bosses, wooden acting and a not-the-best-in-the-world script. Still, if you like the kind of film in which large vigilante-like cops blow buggery out of each other, you'll love it. It was pretty funny, too - although not intentionally, I'm sure! (JD) \*\*\*\*



## Thelma and Louise

MGM/UA (Rental) '15'

Here's a road movie with a difference - the main two characters (Geena Davis and Susan Sarandon) are two bored city women with a life of drudgery and a head full of dreams (cliche, cliche), so they take off in a T-Bird to see some action and (whilst traveling through stunning vistas captured stylishly by Ridley "Aliens" Scott) get into sex, violence, theft and a mighty lot of trouble. The photography is great and the story and action keep you going until the (sadly, rather lame) end. Great film. An adult theme but unmissable nonetheless.

\*\*\*\*1/2

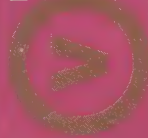


## Pet Shop Boys

"What have I done to deserve this?" I thought, as I shoved the Pet Shop Boys' Videography into my vid-player. But this comprehensive collection of PSB pop promos isn't half bad. It contains no less than 18 tracks, from West End Girls, which was the Boys' first number one, through 12 Top 10 singles and four other number ones, to DJ Culture, their last single, which, er, wasn't number one.

For some of the most stylish bits, they've used cult film director Derek Jarman whose footage really does lend an air of culture to the otherwise easily-discardable world of pop vids. Basically, the majority of the films are very stylish and impressive, although surely only a PSB fan or someone with a similar state of mind would be able to sit through all 90 minutes!

One last point, does Chris Lowe ever do anything but stand behind/sit next to Neil Tennant and look sullen? \*\*\*\* (JD)



## Doctor Who

BBC Video continue their quest to release loads of Doctor Who stories in no particular order with The Sontaran Experiment, Genesis of the Daleks and The Robot, starring my fave Doctor, Tom Baker and Caves of Androzani, starring Peter Davison. In these tapes, the Doctor variously returns to Earth and meets experimenting aliens, finds the Daleks at the beginning of their creation, battles a mysterious robot and encounters a strange dude in a black and white mask. Fans will love it, as always and so may you! (JD)



**Space 1999** is one of Gerry "Thunderbirds" Anderson's creations, this time with human actors. It has a very 70's feel, with outrageously out-dated tight-fitting costumes, amusing haircuts and spectacularly dated music. The action is set on a drifting moon-base that has been blasted free of the Earth and, needless to say, they encounter a doozie of a crisis every time! Not the strongest of Mr Anderson's series', but good nonetheless. What's more, you can win one of three special double-volumes of *Space 1999*. Just tell us the names of two other Gerry Anderson programmes and send the answer on a postcard to: "Groovy sideburns in space" compo, Commodore Power, 24 Highbury Grove, London, N5 3EA - by March 1st.





**M** Hi! We're the Senseless Things and we've got a brand new and rather spiffy single called 'Easy to Smile'. Not only is it loud, sparkly, full of abrasive guitars & a rollicking tune, but it's down at your record shop now and the 12" comes with a limited edition print from our good pal Jamie "Tank Girl" Hewlett. We think you should pop out and buy it right away!



## Airhead

**M** "It's funny how the girls you always fancy never fancy you, funny how the ones you don't do" sang Airhead in their last single, Funny How. Now they've got a new single, Counting Sheep, and their album, Boing, which is full of tunes just as airy and lovely as you'd expect from a band who sound a bit like Jesus Jones, The Monkees and Blur involved in a mixing accident at the bakery, leading to a splendid pop loaf. Except, of course, you don't buy records at the bakery and may have to journey to Our Price instead. Funny that. (JD)



## chagallGuevara

**M** "We want to make intelligent music and play it like fools" shout Chagall Guevara, a rock band from, strangely, the Country music capital of the world, Nashville, Tennessee. The want to put that town on the rock 'n' roll map once and for all but may have to settle for just a few hit singles, instead. Their first, if it All Comes True, has just burst onto the shelves and if you like your rock to be intelligent like REM, rather than strutting like Guns 'n' Roses, try this lot. What's more, we've got five copies of the first single to give away to the lucky reader who can answer the following question: Which South American country did revolutionary dude Che Guevara come from: a) Bolivia, b) Boznia-Herzogovinia, or c) Bristol. Pop your answer on a postcard and send it to: "Strange name, strange band" compo, Commodore Power, 24 Highbury Grove, London, N5 3EA, by March 1st.

## Thousand Yard Stare

**M** Thousand Yard Stare are probably the best thing to come out of Slough since the Inter-City service to Paddington and no mistake. These five lads have spent their last year rocketing from the obscurity of an EP on their own Stiffed Aardvark record label to a ripserter of a new album on Polydor records that will be out next month. It's a wonder they ever got the album finished - said Sean, their bass player, in a previous interview: "We've got a Nintendo Gameboy at the moment and we want to become Tetris kings. I think we've missed a week of studio work through playing it!" While everyone's waiting for the LP, they've got a single out called Comeuppance and a jolly, bouncy tune it is too. Look out for Thousand Yard Stare - they'll go far. (JD)



## The Brady Bunch

**T** If you love flared trousers, American canned-laughter and perms, you'll go absolutely moist at the fact that every weekday on Sky One is The Brady Bunch. The classic late-sixties series is based around a woman with three daughters who marries a man named Brady with three sons, and together they become the Brady bunch. It's truly spiffy! (RH) (That's quite enough terrible 70's TV! Ed)



# PARANOIA #1 Adventure Comics

Serve the computer, the computer is your friend. Paranoia is based on the rib-ticking role-playing game of the same name, and it's just as hilarious.

It's set in the future where each member of the population has six clones (one in use, and five in storage for those, um, tricky moments). The reason for this is that the computer has a tendency to terminate people faster than Rentakill does rats.

The computer is 'big brother' and watches its follower's every move - if that move happens to be classed as

treason, it's time to pop your clogs.

The artwork here is absolutely excellent, very Bissley-esque, and the story keeps as close as possible to the original role-playing game and has a new brand of complex, yet highly readable humour, with very much a dark tint.

If you're into moody comics Paranoia will keep you more than happy. If you're into humour comics Paranoia will make your sides split. If you're into The Beano you might as well stick to it. (RH)

☆☆☆☆



# Bill and Ted/Kiss

**F** Hot on the heels of surely the most non-non-heinous film of '92 comes the most excellent soundtrack album! Heaving with rock faves like Faith No More, Megadeth, Primus and Kings X, the first single - "God gave rock 'n' roll to you II" - is from pouting soft-rock merchants Kiss. This could be considered to be a most atypical thing in itself but the better news is that there is a limited edition 12" picture disc single version with the mugs of Bill, Ted and Death on. And

we've got five copies to give away! More excellent still, we've got five albums too! To win a 12" and LP twin-set, all you must do is tell us just what Bill and Ted are talking about when they mention the "floppy-eared, egg-dropping, hippity-hopping behemoth" in the film and send us the answer on a postcard, by March 1st, to "Most excellent Bill and Ted compo", Commodore Power, 24 Highbury Grove, LONDON, N5 3EA. Station!

# WORLDS OF POWER

**B** It's raining outside, right? Your mum won't let you go out without putting three string-vests and a pair of unfeasibly itchy socks on? It's just not worth arguing with her, so you stay in to watch TV instead.

There's nothing on the telly? Your computer's knackered? There's only one thing for it, it's time to get out a book and read.. Unfortunately, most of the books you've been bought are about some git of a bear with a very crap scarf and trousers that a golfer wouldn't even wear. The good news is that Hippo Books has a collection of novels that are so rad, so cool, so downright awesome that even professional American wrestlers would probably be proud to carry them around (though it's unlikely they could actually read them). The Worlds of Power (apt name) series of books are based on Nintendo games, and are novels that follow the adventures of the particular game's hero/heroine. They are,

generally, over 120 pages of pulsating action that keeps you hooked like a fly on the end of J.R. Hartley's fishing rod, and cost £1.95. You don't need a Nintendo to appreciate them - in fact, one is based on Bionic Commando anyway - but if you have got the system there are also tips for the specific game scattered around the paragraphs.

Hippo Books and Commodore Power also team-up to give five readers the chance to win all six books in the series - Blaster Master, Metal Gear, Ninja Gaiden, Castlevania II: Simon's Quest, Wizards & Warriors, and, of course, Bionic Commando. All you have to do is send your name and address, plus the answer to the question below, on a postcard or a sealed envelope, to: "Book 'im Danno" compo, Big Thrills, Commodore Power, 24 Highbury Grove, London N5 3EA. The winners will be drawn on March 1st 1992.

THE QUESTION - Name the playwright who wrote the classics 'Macbeth' and 'Romeo and Juliet'?



Book created by F.Y. Nino



# MR STRANGELY DULL'S WEEKEND

Mr. Strangely-Dull on Saturday...



What an interesting day I had on Saturday.

Firstly I amused myself to a rather large jam-filled doughnut at Alf Sweaty-chops' bakery - of whom I have

always thought had a rather

primary school.

I then went home to see what was 'on' the television set. As usual it was the Harold the fish in his fishbowl, and a lovely potted-plant given to me by my Aunt two

Christmas ago, so I slotted one of the many videos, I had set myself up to watch on this fair night, into my video recorder.

Cynthia Rothrock is a feisty young woman in rather tight ski-pants (too tight for a 15 certified movie, I'm afraid to say), and she proves to be more than a match for any old charmer like myself in *Fight To Win*. The film, based around a young man who is taught the martial arts by Ms. Rothrock and goes on to fight to the death for an

ancient statue, seems as if it was filmed on a small camcorder, and would probably win numerous cash prizes on that nice Mr. Jeremy Beadle's program due to it being rather humorous.

Another feature-length movie which I thoroughly enjoyed was *Beastmaster II*, starring the man from 'V', Wings Hauser, and some rather cheeky ferrets. The ferrets, the *Beastmaster*, and Wings all zap through a

time-portal to modern-day Earth (although not to my street, I hasten to add), and do bloody battle (am I allowed to use the word 'battle'?) exploring such important social subjects as friendship, hate, and stamp-collecting (possibly this last one, as I must admit that I fell asleep half-way through it, and had a rather exciting dream).

Finally on Saturday, before I allowed myself a warm cup of Ovaltine and put Gerald (my sweet tabby) out for the night, I sat through the most thrilling three hours of home video entertainment ever devised. 501 Great Goals was its name, and though the plot seemed to be a bit shallow (boy meets ball, ball meets back of the net, boy runs off with other boys kissing and hugging), and the same type of scene repeated itself many times, I did enjoy the speediness of the costume changing, and the different settings.



*Death Race 2000* was the first. It's all about a futuristic society where the public's favourite sport is a rather large race in which the competitors (who include a gangster played by Sylvester Stallone!) score points for killing people as they drive across America. It rather reminded me of the local youths near my bungalow who stole my

Reliant Robin last week and then drove it very fast indeed up and down the road until they hit my next door neighbour Mrs Smith (an interesting name I've always thought).

On the whole it was rather invigorating, all that fast action and great fashionable clothes (flares and sideburns, I've still got mine.) It quite made me feel young again.

Young, perhaps, like the ruffians in *Leather Jackets*, I thought whilst watching the next video-thing. One of them (a ne'er-do-well called Dobbs) would appear to have killed a Vietnamese gang leader and got into all sorts of trouble. Some gentlemen with shotguns and swords want to have a word with him but he is anxious not to meet them. I'm sure they could settle it all over a nice cup of cocoa.

Caught up in all this are Mickey and Claudie, two lovebirds (aah, young love) who discover various things about each other whilst racing away with an injured Dobbs from the mean killers. I'm sure I would have enjoyed this more had it not been so badly written and characters so obvious and undeveloped but parts of it were quite interesting. Pussy

thought so, anyway. It's a good job I'm a broad-minded man and seen a few things in my time because Invisible Maniac (18) was rather, um, explicit. It seemed to be loosely based around a scientist called Kevin

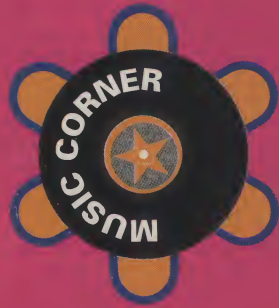
Dornwinkle who turns into a psychopathic murderer after injecting himself with his own invisibility serum. When he finally perfects it, after he has escaped from an institution for the criminally insane and is teaching physics to high school students, he is driven by an urge to kill them all and take off all the young girls' clothes. Many of my interesting and similarly broad-minded friends agreed that the girls seem to be the main focus of the film and rarely does five minutes go by without one or more of them appearing with no top on.

Strangely and interestingly, they seemed not to notice the terrible acting and implausible story. I couldn't understand it. So I left them to it and went to mow the lawn - a much more interesting way to spend my Sunday. Bye bye!



Mr Strangely-Dull on Sunday ...





#### En-Tact - Shamen

With their hit, *Move Any Mountain* (Pro>Gen), as the first track, this re-release/remix LP gets smoothly into the Shamen positive groove ethic and keeps you going for all ten tracks. Excellent.  
★★★★



#### Teriyaki Asthma Vols I-V - Various

Here's an obscure US double-album compilation of loud rocksters, notable for a previously un-released track - "Mexican Seafood" - by noisemeisters Nirvana but also for 19 other tracks by bands with names like Frightwig and Pit-Bull Babysitter. It's a loud-sound, four-side thriller!  
★★★★

#### Hard Corps - Def Before Dishonour

These Americans are obviously real fans of Public

Enemy and, er, loud guitars too, cos that's what this album's full of. It's pretty good rap stuff but sounds a bit dated. Still, worth a listen.  
★★

#### Darkside - Melomania

Swirling, psychedelic 60's guitar from a band whose guitarist, Rosco, said that in ten years time he'd like "A pub on the moon or something and to sit around drinking whisky"! Great sound, great experience. Rather strange if you're not used to it!  
★★★★

#### Monster Magnet - Spine of God

Rock from people who state that their music is: "A satanic drug thing... you wouldn't understand!" Er, right. Still, it's guitar-work how it should be - loud and grinding. We know what we like - and this is it!  
★★★★



#### Scorpio Rising - If?

Dance 'n' organs 'n' rock 'n' power are what Scorpio Rising are about (amongst other things too numerous to mention). They kick out a groovy sound on this mini-LP, the lead singer's even been

called a "rock god"! Get on board this lot's wagon and you won't stop groovin'! Six brilliant tracks - treat yourself.  
★★★★

PLUS! Win yourself a Scorpio Rising mini-LP. Be hip now, not later and answer the following question: What symbol is Scorpio in the Zodiac? Now pop the info on a postcard and send it to: "Scorpio a-rise, early in the morning" compo, Commodore Power, 24 Highbury Grove, London, N5 3EA, by March 1st!

### 45'S KICKIN' ON THE BIG THRILLS STEREO:

**Easy to Smile -  
Senseless Things**

**Chill Out, Jack -  
Trip**

**Comeuppance -  
Thousand Yard Stare**

**Megolomania -  
Pele**

**Slow Down -  
Power of Dreams**

**Phone Freak Honey -  
Sweet Jesus**

**Everybody in the Place**

*Prodigy*

**Open Up Your Head -  
If?**

**Rubbish -  
Carter USM**

**Idiot's at the Wheel EP -  
Kingmaker**



#### A House

A House's album, *I Am The Greatest*, released last year to reviews so glowing that whole villages could be lit by it at night, is about to yield a second stonking single. It's a double A-side with *You're too Young/Take It Easy on Me* - two great and thoughtful rockish tracks - just oozing solid Irish quality (like, er, Guinness, or something). And you can win one! Just send the answer to: Name something you might build a house from, to: "There's mortar this lot than meets they eye" compo, Commodore Power, 24 Highbury Grove, London, N5 3EA - by March 1st.  
(JD)

#### Monkey

Currently showing on Sky One is the truly classic martial arts serial *Monkey*. Featuring a man dressed a bit like a pig, a man with an upside-down bowl on his head, a man with unspeakably large sideburns, and a woman dressed as a Hari Krishna worshipper, it's not to be missed. (RH)



#### Bill Pritchard

No-one's really heard of ol' Bill

Pritchard over here, but he's big in France (like the Eiffel Tower) and is about to release another one of his thoughtful, tortured

singles, called *I'm in love Forever*, and taken from his great LP "Jolie". You don't have to take our word for it, you can win one! Just write to us, saying what else is big in France, at: "Jolie Hockey-sticks" compo, Commodore Power, 24 Highbury Grove, London, N5 3EA - by March 1st. (JD)



#### Trip

"Chill Out, Jack!" shouts Cave, the lead singer of Trip, in this kickin' Rolling Stones-but-with-dance-thrown-in instant classic. They take their rock seriously but fuse it with an inspired dance sound which makes this 12" great. Sadly, they've got into trouble with Jack Daniels whisky, which is what the song was inspired by, and no-one quite knows when the track will be out. But... You can win an exclusive limited-edition white-label copy by answering: "What was Jim Morrison's fave drink?" and sending the answer to: "I like mine chilled" compo, Commodore Power, 24 Highbury Grove, London, N5 3EA - by March 1st.. (JD)

### CONTRIBUTORS

Michael Bonner, Jeff Davy, Rik Henderson, Mr Strangely-Dull

DESIGN: Disco Stan

Monkey & Brady Bunch photos © Sky TV. Judgement on Gotham © Fleetway/DC Comics. Bill Pritchard photos by Anton Corbijn.



## HOT GOSSIP

### Macaulay Culkin.

Some news on everyone's favourite spoilt brat, Macaulay Culkin. Having made some large amounts of moolah with the awesome success of "Home Alone", the young master looks set to bolster that bank balance by a rumoured sum of \$5 million when he stars in the sequel, which might well be called Home Alone 2.

Meanwhile, Culkin fans can look forward to his next on-screen appearance in 'My Girl' - out next month (Feb) - in which he stars alongside little Anna Chlumsky in a tale about two young children growing up. He's also looking to appear in the next three Star Wars movies, perhaps as the young Luke Skywalker!

Incidentally, I hear that despite his tender years Macaulay has an eye (possibly even two) for the ladies - or should that be girls?

### Julia Roberts

Hollywood starlet Julia Roberts has become just a tad too security conscious of late. I mean is it really necessary for her to wear a homing device that monitors her every move? Perhaps she's worried that Sutherland Junior might be true to his parting words of 'I'll be back'? Anyway, you can catch up with the lady in question in her new movie 'Hook', a remake of the celebrated Peter Pan fable. On the subject of the Spielberg produced 'Hook' it's apparently costing somewhere in the region of \$50,000,000 to make and film executives have been quoted as saying "it's something of a gamble."

Edward Furlong who was plucked off the streets of Pasadena, Calif. last year to play John Connor in the blockbusting sequel 'Terminator 2', will follow up his debut role by starring alongside Jeff Bridges in 'American Heat' which is currently in production.

### Star Trek

Trekkies won't need any prompting to investigate the brand new Star Trek adventure entitled 'The Far Country'. Joining all the usual characters on board the famed SS Enterprise is (very) funny lady Whoopi Goldberg. Beam me up Scotty I say.



**Don't Tell Her It's Me**  
(Starring Steve Guttenberg, Jami Gertz & Shelley Long)

Initially set for release as far back as last Spring, 'Don't Tell Her It's Me' is a romantic comedy about a man, played by Guttenberg ('Three Men & A Baby', 'Police Academy' and sequels), who bounces back with a vengeance after coming through a major illness. 'Cheers' star Shelley Long plays his meddlesome sister whose efforts to fix him up

with the girl of his dreams, foxy journalist Gertz, eventually prove successful but not before a spate of failed attempts. Despite their obvious talents, neither Guttenberg nor Long impress in their roles, both the victims of miscasting, and regrettably the film seems destined to make more of a ripple than a splash. (DH)



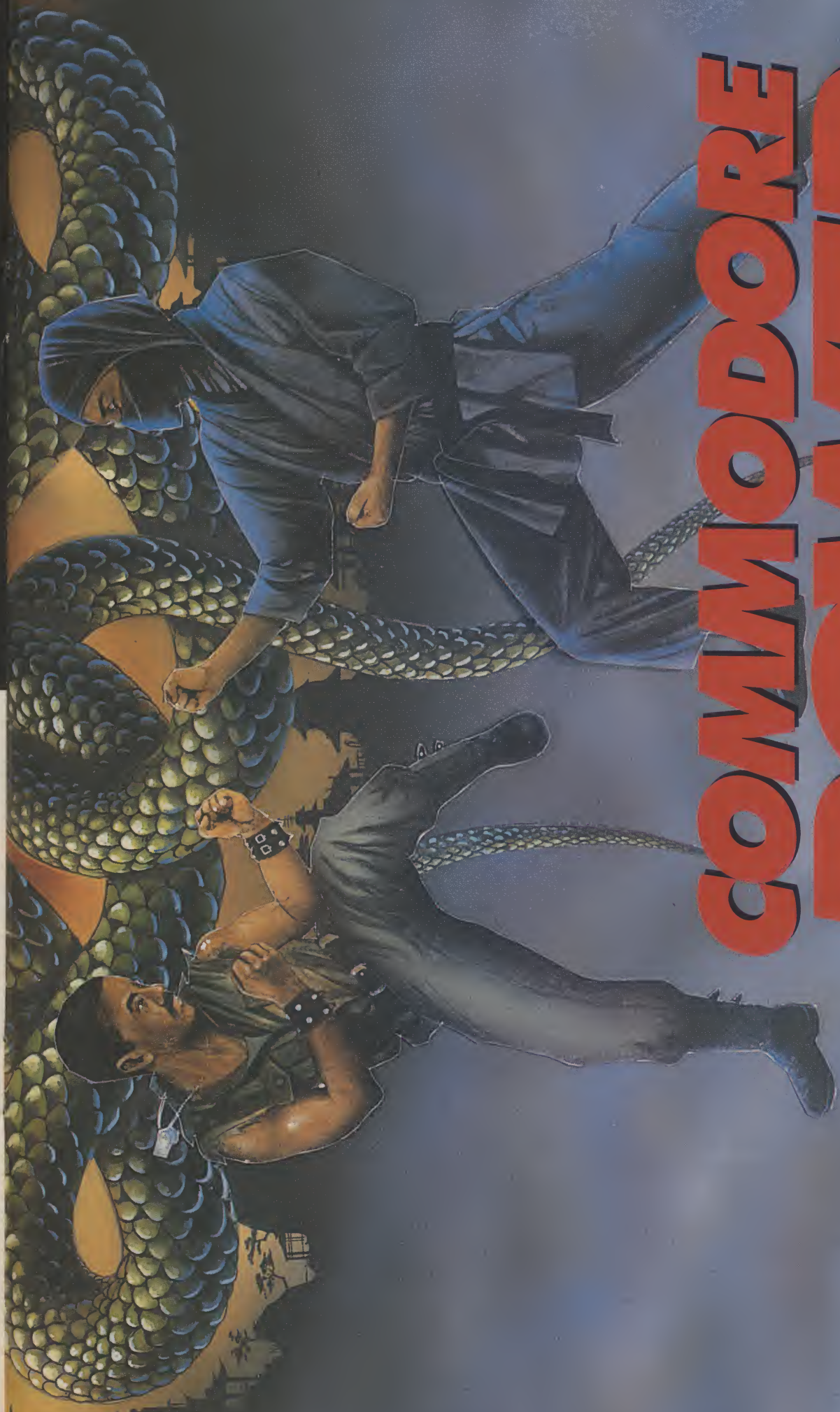
**Blame It On The Bellboy**  
(Starring Dudley Moore, Richard Griffiths, Bryan Brown & Patsy Kensit)

Fun and frolics in Italy when three completely different personalities (Moore, Griffiths & Brown) visit Venice for completely different reasons. However, the one thing they do have in common is very similar names which leads to a series of confused and hilarious episodes brought about by the pig-in English of their hotel bellboy, a specialist in mispronunciation. "Blame It On The Bellboy" is an amusing farce about mistaken identity and raises its fair share of hearty chuckles, and if that isn't enough Patsy Kensit purs to perfection in her role as an upwardly mobile estate agent. (DH)

# GODZILLA VS DAVE HACKETT







# COMMODORE POWER

POSTER # 2 ☆ DOUBLE DRAGON 3 - STORM





# LIME LIZARD

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godfather speaks!**

the incredible alternative february £1.50

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**a house**

**cardiacs**

**consolidated**

**family cat**

**pj harvey**

**young gods**



**sugar cubes**



**senseless things**



# lush

# emf

# mercury rev







# SOCCER STARS

**Rik Henderson's** major ambition in life was to play as centre forward for Liverpool and England. The best he ever got was the offer of a trial for Scarborough FC (which he didn't go to because he couldn't afford the travel), so we consoled him by giving him this compilation to play instead (he was crap anyway)...

## POWER INFO

**Supplier:** Empire  
**Price:** £14.99 tape  
 £19.99 disk  
**Availability:** Out Now!!



Were you to put every single footy game on one compilation, you'd have a collection of such crap it'd find

its way into the corner of your room where only your 1978 Panini World Cup sticker album (nigh-on complete, save for the sticker with Archie Gemmel and his amusing side-burns) resides.

Let's face it, there's been very few soccer sims that are

worth writing home to mom about, but Empire seems to have grabbed a couple of them:

### EMLYN HUGHES INTERNATIONAL SOCCER

Many, many people have already bought this game. It's good, but it's been around so long that you've got to wonder if it's actually passed its sell-by date.

That said, it's still the best side-on view game, and offers you so many different options for play that you're likely to be well-chuffed. Unfortunately, most people can't remember who Emlyn Hughes is.

#### KICK OFF 2

This is the best footy game ever devised - on every computer but the C64, that is! To be honest, it does offer reasonable fun, a few options, and incredibly fast gameplay,

but the graphics are crap, and it's full of more bugs than a particularly scabby tramp's underwear.

#### GAZZA II

Er, crap! It tries to be Liverpool but struggles to be Farnborough Utd. of the East Cheam Cheesy Biscuit League, or something.

#### MICROPROSE SOCCER

Still the best football game on the commie. It offers six-a-side or eleven-a-side action. Has more options than Sainbury's hot chocolate in



the cash, probably (let's face it, you could either have a seat at Wimbledon vs. Sheffield Utd or you could buy this compilation). ☹

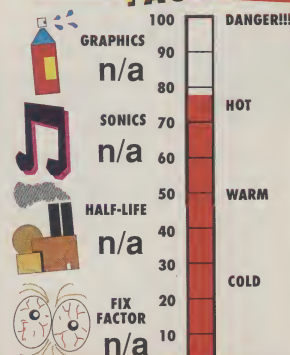


packets department, and the graphics are as spiffy as can be. Oh, and the gameplay's brill as well.

So, a mixed bag of fruit-flavoured bon-bons. I would have preferred it if there was a footy management game in there somewhere (like Football Director), but worth



## CRITICAL FACTOR



**DANGER RATING**

**78%**





Using his extra-strength hair gel for all occasions, **Rik Henderson** slicks his hair on end and skateboards around the Commodore Power office, shouting "Don't have a cow man!" Everybody else ignores him, as best they can, until he eventually shuts up and write this review...



### CP's Top "interesting" Bart facts...

1. Bart is yellow.
2. Bart has a spiky head.
3. Bart first appeared on the American version of the Tracy Ulmann show.
4. Bart is the ultimate underachiever (and proud of it!).
5. Bart likes to skateboard
6. Bart's sister plays the saxophone
7. Bart's a big fan of Commodore Power (Er, I think that may be a little white lie! Ed)

### Things that Bart likes to say...

1. Aye, carumba!
2. Don't have a cow, man!
3. Eat my shorts!
4. Underachiever and proud of it!
5. What's happening, dude?

# the SIMPSON

## POWER INFO

**Supplier:** Ocean  
**Price:** £10.99 tape  
 £14.99 disk  
**Availability:** Out Now!!

Simpsons is actually a well-observed look at typical suburban American family life, through the eyes of a deranged artist, and as it's shown in a form that appeals to the masses (young and old) it provides more fun in the half-hour that it's on than Des O'Connor could in, er, several years (although we at

Commodore Power do understand that some people may actually like the condescending, patronising, warbling old twat and wouldn't like to offend any of them - he is a bit of a git, though!)

The game itself is based on the Nintendo version of the same name (Bart vs. The Space Mutants), and as such



has the same kind of attitude that has made the big N sell so many units. It's a horizontal scroller, with a cool-looking Bart walking, jumping, and running along the town of Springfield, which has been invaded by aliens.

Bart, when wearing his X-Ray Specs, is the only inhabitant who can see the invaders, and it is up to him to stop their evil plans. On the first level, the invaders have decided to steal all the objects in the high-street that are purple, in order to make them into fuel, and Bart has to wander around, spraying them all with red paint.

In the way are aliens



Having only recently been blessed with the wonders (?) of cable television, I

have just

realised what the god-awful fuss that was made over the family cartoon The Simpsons was all about. In fact, for many, many people, The Simpsons is but media hype and a cartoon drawing of a kid with yellow skin and a lumpy head who speaks like the Turtles.

This is not so. The



# CHART ATTACK

## POWER INFO

Supplier: US Gold  
Price: £14.99 tape  
£19.99 disk  
Availability: Out Now!!

Lying in the streets outside the Commodore Power offices, Richard Taylor clutched his chest shouting "Chart Attack!", until somebody booted him...

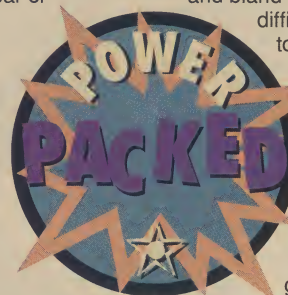


So many compilations around at the moment, all trying to be the best. All of these were pretty fabby when they came out, only about a year or so ago.

### CLOUD KINGDOMS

This is a bit similar to boulder (an old Gremlin game) in a way. You have a top view of a ball-type creature that must be bounced around a scrolling screen to pick up things like paint and keys, and work your way to the exit.

Bouncing around can be quite difficult at times, miss the small



Maybe it's the angle from which you view but it's hard to tell what's coming sometimes.

Gets a bit repetitive but it's quite good fun for a while.

### GHOULS AND GHOSTS

The graphics in this are small and bland and the control can be difficult, in particular trying to jump and shoot. Play and see what I mean. The collision isn't too hot either.

Each level has to be loaded separately which can be very tedious at times.

It is quite a difficult game on the whole.

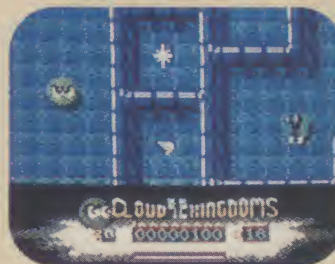
There are lots of levels and pretty spooky end of level baddies that must be dealt with. Worth a few good goes.

### SUPER CARS

This is a top-view, multi-directional scrolling race game. First you must go to the garage to kit your car out and then hit the track.

This could have been a really good game but it is sadly let down by terrible graphics and awful juddery movement.

Many a good hour of arcade-bashing in store. Good value for money. ☆



platforms and spend many years falling through space!

Good. A bit different to yer average game (yer rabble).

### IMPOSSAMOLE

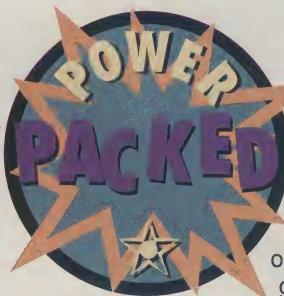
That poor tormented mole is still at it after all these years. After black-legging in Mr Crowther's scrolling epic, he is now chasing around the world in search of... well, I don't know. Something very worthwhile, I don't doubt.

This one only scrolls left and right, but don't let that put you off. The graphics are slick and smooth and there are many humorous touches. There's loads to explore and work out, too.

### TURBO ESPRIT

In this two-player simultaneous action game, you can race a friend or the computer around a variety of tracks. The action is really fast and everything is smooth but something is wrong.

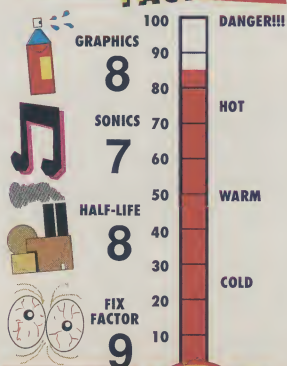
watch/pants/mugs/ money boxes and all the rest of the crap merchandising, because The Simpsons - Bart vs. The Space Mutants is one of the best 'original' games around. ☆



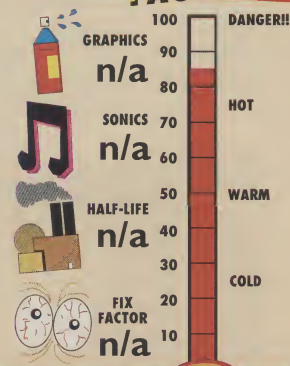
bouncing about, aliens in the guise of Springfield citizens (jumping on their head makes them to drop a token - collect enough of these and a member of the Simpson family will help you fight the end-of-level meanie) and small dogs! All these will give our young hero many more bumps on the top of his head.

You can buy items from the shops in the street to help you, and on all the levels there are secrets rooms, bonus sections, skateboarding parts, and everything to make the gameplay that much more varied. You honestly don't have to watch the TV show to get the most from this game, or even like the single that spent so long at number one. You can even forget about the

## CRITICAL FACTOR



## CRITICAL FACTOR





# SUPER SPACE INVADERS



## POWER INFO

Supplier: Domark  
Price: £10.99 tape  
£14.99 disk  
Availability: Out Now!!!

Oo... The room has gone all funny. There's paisley patterns cascading around the walls, a strange glooping sounds can be heard from behind the beaded curtains. And there's *Rik Henderson* in his mighty flares, playing at an ancient slot machine, it's almost like the other day down the arcade.



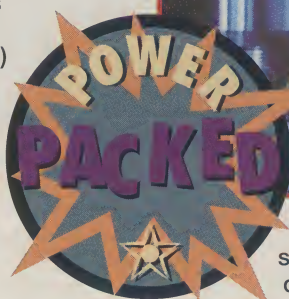
Space Invaders, phew, what a game and a half. If you haven't been down the chippy

recently you might not know what this classic (one of the first, nudge, nudge) arcade machine was capable of.

Not bugging much, is the answer there. All there was were three keys, left, right and fire, and your ship which moved at the bottom of the screen had to fire at the aliens moving at the top of the screen. That's it, I'm afraid! It didn't even have colour, just plastic strips that were stuck to the screen in different shades (like Quality Street wrappers).

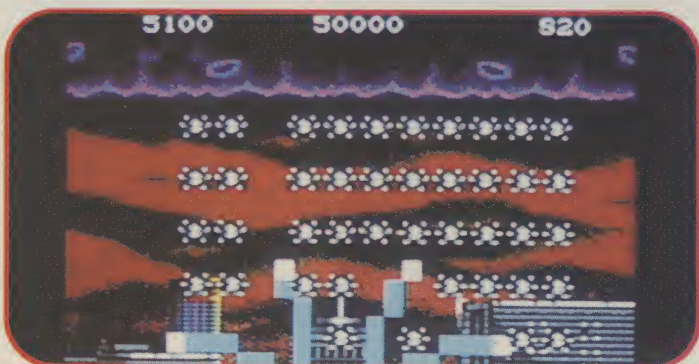
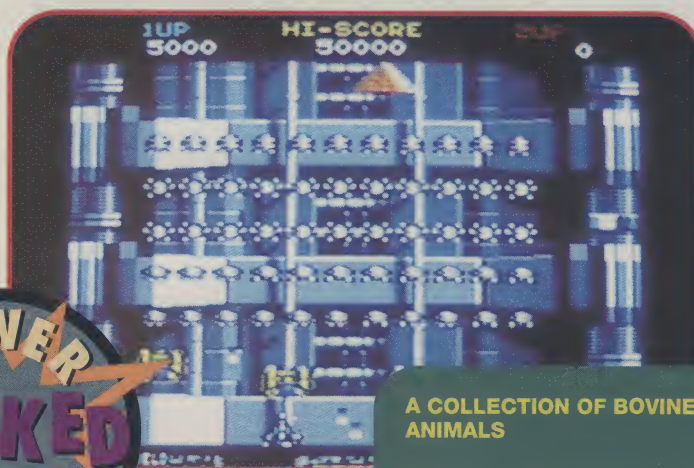
But those were the days. And now, thanks to Taito and Domark, we're finally treated to the 1992 hip-hop don't stop remix version, and you'll be able to experience it all over again.

This time, though, the invaders don't just plod backwards and forwards at



the top of the screen, they also do it in the middle and at the bottom too. They also descend in different formations, so you'll have to be on your toes and no mistake.

You, on the other hand, can still only move left/right, but you can have a friend join you on the screen at the same time. Also there's extra weaponry to be collected if you shoot the spinning pyramids at the very top of the screen. You can also collect extra lives, enemy freezers, and bases to plonk yourself behind only coming out for a small scone and a



smaaarrt, and presentation is at its best (you could even take it home to mother), so if you missed the late seventies, and have never had the chance to play this classic (although you should've played the free version of the old game we've given you on the cassette) there's no better chance to do so. ☆

## A COLLECTION OF BOVINE ANIMALS

Because of the section in the game where aliens swoop down and steal our cows, here's a few more cows you may be interested to find out about:



**The Milk Marketing Board Cows**  
These cows are milkers,

and would probably say "moo, have some lovely milk,

after all it's what Ian Rush drinks" if you tickled their udders! (Only if you were on some most heinous drugs! - Ed)

## Ermingtrude from The Magic Roundabout

Ermingtrude was, er, not your typical cow. She wore a straw hat and was a bright shade of pink, and you're more likely to get half a pound of lard from her underside, as you are milk.

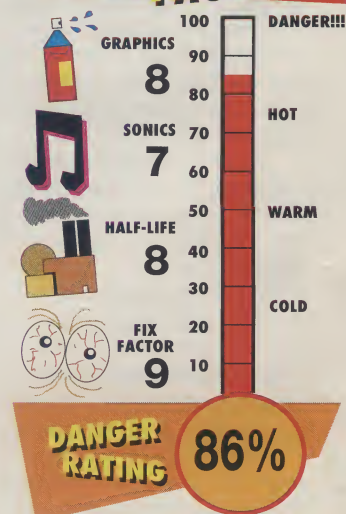
**Danni Minogue**  
'Nuff said!

cup of Earl Grey.

There are twelve levels, which get progressively harder, and at the end of every three, there's either a hee-uge end-of-level bast-and-a-half, or a cow raiding screen. The latter is a level where aliens swoop down from the heavens and grab the poor moo-cows that are grazing at the bottom. You get bonus points if you can stop this act of barbarianism (hang on, my Uncle's an owner of a slaughter-house, isn't that a touch of hypocrisy - oo, shame) but you can't die so I normally sit back and watch the beefy herd fly.

The graphics are

## CRITICAL FACTOR



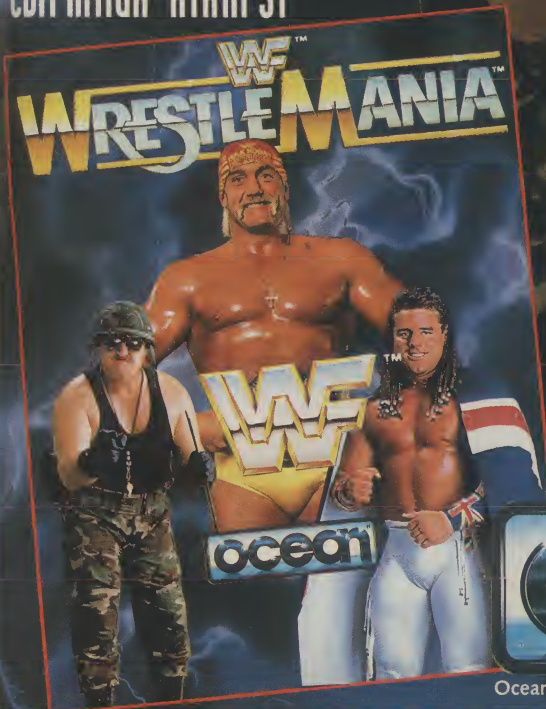


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# THE HITS

## 2

**Rik Henderson** went down the night-club the other evening and came back covered in bruises, cuts, and large, misshapen lumps. When quizzed on what had happened, all he could mumble was, "The Hits! The Hits!"

### POWER INFO

**Supplier:** Thalamus  
**Price:** £14.99 tape  
 £19.99 disk  
**Availability:** Out Now!!



Thalamus is one of the two companies I've often considered a true Commie publisher - the other being System 3, of course. And the fact that nigh-on every game that the company releases is done so to many accolades and awards is enough for a Thalamus compilation to be well-worth a look for any 64 owner:

#### SNARE

This was the company's strangest release bar one (we'll get to that in a moment). It's been described as a maze game, it's been described as a puzzle game, it's even been described as a treasure hunt, but very rarely has it been described as a small piece of scottish bread covered



in jam and peppercorns.

Its graphics are very nice, as is its music and speed, but the control method for your craft - as you zip about like a cat with a rocket up its bum, looking for the lost treasure of Andre Thelman (you're making this up! - Jeff) - is as close to the sort of thing that looks much nicer in its original donor than on the bottom of your shoe.

If you can get to grips with



police immediately and have them committed. Now that I've found the one game in the world I'm genuinely good at, though, I think I'll frolic and sing and become Julian Rignall.

What you have to do is fly about all over the alien infested gaff, collecting serious moolah, and buying small explosive devices, so you can obliterate several planets (or shopping centres) that you don't much care for. The best bit though, is where you can buy hee-uge weaponry from the hee-uge weaponry shop, and smeg the meanies like there's no tomorrow (and there probably isn't for the population of the planet you're currently on).

#### CREATURES

And just when I thought I had become games-playing mega-god of all the universe, along comes Creatures to give me serious gip. Don't get me wrong - it's a wonderful game, that crosses platform/arcade action with wonderfully original bonus sections, based around torture



the playability, you've found something quite reasonable.

#### RETROGRADE

If anybody says to me, "Hah! You're really crap at games! My granny is better than you and she's made out of Fray Bentos pie tins." I'd normally phone the

screens - it's just that I'm completely crap at it, and I didn't even manage to get off level one.

The graphics are stunning though, and the gameplay is - although a little tricky - very Mario/consoleque, and there's







game. A multi-level, multi-screen platform game with more meanies than Imelda Marcos has shoes. You have to leap, bound, and generally skip around the level collecting pieces of the American flag before the camp opens and thousands of brats plague the very



no better compliment than that.  
**HEATSEEKER**  
Bwah, hah, hah, hah! Bwah... bouncy legs... large basket balls... speccy-like graphics... hah, hah, hah!

**SUMMER CAMP**  
This is actually my fave of the bunch, without a doubt, as it's so simple even the King of Norway could get to grips with it.

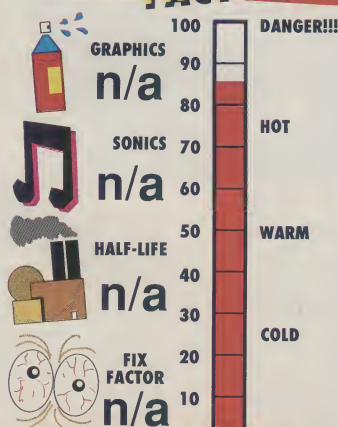
Essentially, it's a platform

ground your little Mouse-like feet tread on.

It was the first game to feature Maximus Mouse, and is certainly not the last.

This is a pack of three incredibly inventive all-time great games, one all-time average game, and one game that just, er, grates. The whole pack's worth buying just for Summer Camp and Creatures, anyway. ☺

## CRITICAL FACTOR



**DANGER RATING 86%**



When it came down to reviewing this game, **Alex Bardy** constantly wondered why he had been picked (picked - geditit?).

## POWER INFO

**Supplier:** Virgin  
**Price:** £9.99 tape  
£14.99 disk  
**Availability:** Out Now!!



Ever heard of Draughts? Othello? Go? Yeh, of course you have, purportedly some of the oldest games known to humans, aren't they?

So what in the world are Virgin doing releasing a game like SPOT in 1992, I ask you?

Well, truth be told, Spot is a pretty famous chappie in the good ol' States, being worshipped hand and foot by lovers of Seven-Up, of all things.

Anyway, this game is an extremely addictive, straight-forward strategy game in which the basic purpose is to 'capture' as much of the board as you can by placing your coloured balls (oo-er!) on a square grid in a vain attempt at strategy. Every piece placed on the board also takes control of the surrounding nine squares, changing their respective colour and thus the owner — it's quite a pleasant sight seeing your opponent's face when you've just snatched up 7 or 8 of his beloved pieces in one fell swoop, a very pleasant sight...

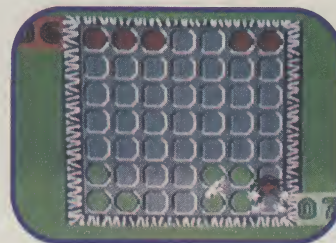
The game ends when there are no more vacant spaces to place and/or move a piece into, and the winner is the player who has captured most of the board at this point.

The game has plenty of

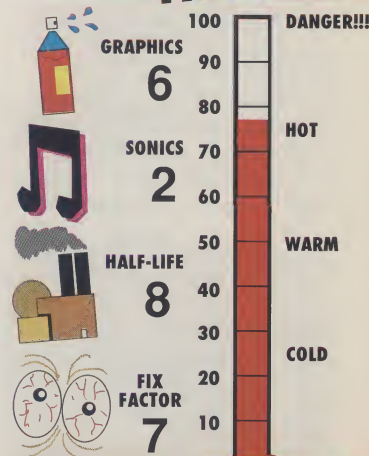
variation in that there are no less than 512 pre-programmed boards on which to play, most of these are just variations on a theme, and basically involve 'blocking' certain spaces — every board requiring a slight alteration in tactics, and if you get really bored (or just feel sadistic) you can even design your own and save them for future reference.

Overall, a pleasant, simple game, which should keep you amused for quite some time, and at least you'll reach

for this one a long time after purchasing. Very good. ☆



## CRITICAL FACTOR



**DANGER RATING 78%**



Armed with his lemon-fresh squeezey bottle, **Rik Henderson** sets out to rid the universe of small prawns called Albert.



# RUBICON

## POWER INFO

**Supplier:** 21st Century  
**Price:** £10.99 tape  
£14.99 disk  
**Availability:** Out Now!!



These nuclear power plants are all very good, providing the old necessary energy to

millions of people, but look what happens when one of the buggers decides to go a bit funny. Firstly, the entire population in a radius of 300 square miles all get a rather fatal sun-tan. Secondly, all manner of strange hybrids and mutations are created.

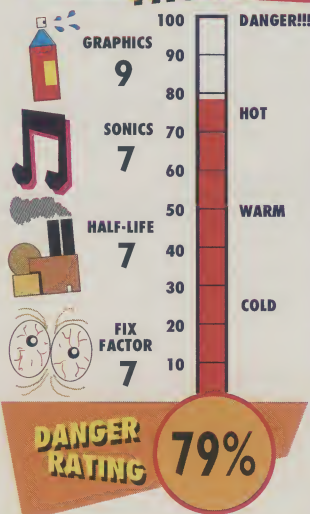
It's up to you, as always, to battle your way through the mutoids and into the old plant (I'm surprised any of it's left, with that sort of devastating

power) to disarm the nuclear warheads that were held there before the disaster. Along the way you may get help from other wonderful creatures, but generally they're out to rip off your nades and no mistake.

Rubicon is very much a standard horizontally-scrolling shoot-'em-up. What makes it rather above the norm, however, is that fact that the sprites (all of the sprites) are gigantic, and extremely fast with it.

If you're interested in a challenging, but not too novel, shoot-em-up you'll find this is worth a look. It's got a fair number of levels & the multi-load is quite user-friendly. ☆

## CRITICAL FACTOR



# BOARD

## POWER INFO

**Supplier:** Beau Jolly  
**Price:** £14.99 tape  
£19.99 disk  
**Availability:** Out Now!!

- with more rooms to visit. There are more suspects, more weapons, and there are special squares that allow you to take a peek at your opponents' clue



I love board games. Can't get enough of the buggers. Every

Chrimbo, in fact, we've got a policy in my family to buy a new board game to play after dinner. Unfortunately, though, my games cupboard is so full it takes a crowbar to get it shut (and I haven't seen the games at the back of it for about a decade). This is why it is so refreshing to see such classic board games released on a compilation:

## CLUEDO MASTER DETECTIVE

If you've ever played the



cards (quite legitimately).

If you like the logical process of elimination type-of-thang, you'll love Cluedo Master Detective.

## COMPUTER SCRABBLE DELUXE

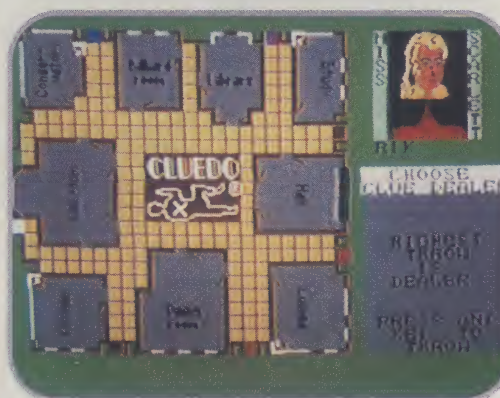
If you haven't heard of Scrabble you should be ashamed of yourself. It's the biggest-selling word game in the world and has inspired thousands of kids to grow up thinking that QZEVITY is a type of aquatic bird

(well, that's what my Dad told me anyway).

This version allows you to have up to four players (any number of them being human or computer-controlled), and it has a very comprehensive dictionary. It's the best version available.

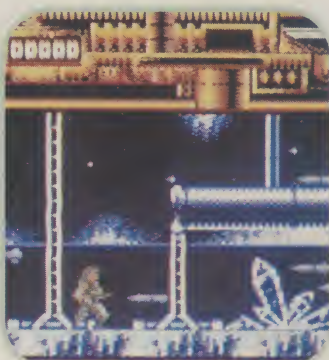
## WADDINGTONS MONOPOLY DELUXE

Now, everybody knows



original Cluedo board game, or seen the incredibly crap program on telly, you'll know that the idea of the game is to figure out the murderer, murder weapon, and location of the murder of a stiff lying in the middle of the board. Cluedo Master Detective is the same, only more advanced.

Firstly, the board is bigger





# GENIUS

When **Rik Henderson** invited his friends over, little did they know that it was for a night of playing 'classic' board games. It was, ooh, twenty minutes before all of their aunts, uncles and grandmas had developed strange illnesses and they all had to make their excuses and leave.

Monopoly. This computer version has a 3D board, and allows up to six players (computer or human) to compete in either a short timed game, or the full affair.

It has pull-down menus for all the options you need to do, and it'll stop you losing all



reckon you'd get the most out of it's this one. When you get bored (board, geddit?) with the arcade games, the platform games, and the puzzlers, a good board game will always provide

new challenges. ★

the money down the back of the sofa (like Robert Maxwell must've done).

## RISK

This is the game of world conquest that I hassled my parents for absolutely ages to get me, and once they finally did (a few years back) I found out that nobody around me wanted to play it.

Thankfully, the computer can play any, or all, of your rival armies, so you'll be able to play it to your heart's content on your own. It's the most impressive of the four games here because it runs so smoothly, and has so many different options for variations on play.

If there was any compilation that I've seen over the last couple of months that I



# MOVIE TIME

"Welcome to the cheap seats!" we said to **Richard Taylor**, pressing a carton of popcorn, a Family-sized box of Opal Fruits and a copy of this film-licence compilation into his hands.

## POWER INFO

**Supplier:** Elite  
**Price:** £14.99 tape  
£19.99 disk  
**Availability:** Out Now!!

This game is awful. A small, badly-defined blob has to be moved around a crappily-moving screen. How about that? Sounds good!

It has nowt to do with the film, but then what did you expect?



Dear God; This has to be one of the worst compilations I have encountered on any computer.

## BACK TO THE FUTURE II



## MUTANT TURTLES

I've never been a fan of these things, so my judgement of this game may be biased. It truly is crap. The graphics are awful, the sound is awful and the gameplay is non-existent. A real rush job with zero thought put in.

If anybody ever offers you this game, politely refuse.

This game is constructed from small sections of play following the film. Different parts of the film have to be completed before access to the next is allowed.

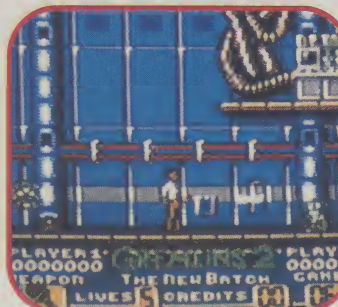
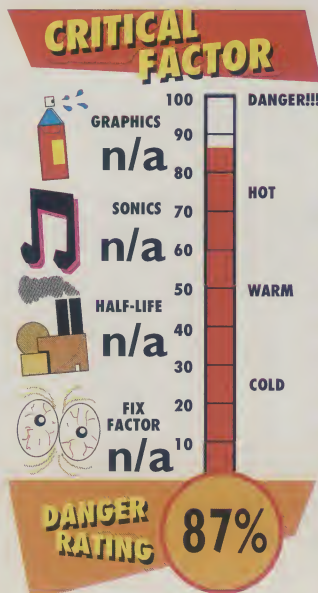
Unfortunately none of them are any good and once again this game is a real let-down.

## GREMLINS 2

This is supposed to be based on the film, although I can't really see how. It's a platformish-type thing with Gremlins to be avoided and things to be picked up.

The sprites goose-step

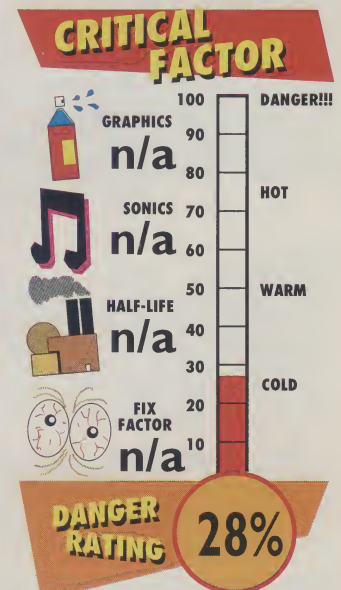
This has to be one of the poorest compilations out. If you are planning to buy one, check out the Capcom and Gremlin ones first. I can't recommend this. ★



across the screen in a most boring manner. I can't think of anything nice to say about this.

Even if you are a fan of the little green buggers, avoid this pile of steaming (deleted for your own good - Ed).

## DAYS OF THUNDER





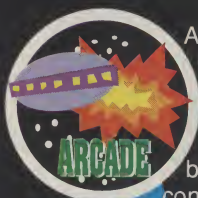


# THE CARTOON COLLECTION

With his strap-on bunny ears and more than enough natural help in the goofy teeth department, **Rik Henderson** says "What's Up Doc!", and gets promptly put into psychiatric care.

## POWER INFO

Supplier: Codemasters  
Price: £10.99 tape  
£14.99 disk  
Availability: Out Now!!



Another Codemasters compilation may make some people go "ooh", but it makes me consider more sleepless nights thanks to some fiendish arcade/adventures. And do you know what? I was right:

### DIZZY

This started the whole bally thing, and looking at it now, after the current batch of sequels, it's very dated indeed. It's the same sort of find object/use object-style gameplay, but the graphics are slow and basic, and the plot is pretty shallow. Best filed under 'Classics'.

### CJ's ELEPHANT ANTICS

This is complete stonker of a game. It crosses a console-like platform game with the cuteness of most of Codemasters range. It's a bit like a poor-man's New Zealand Story, and you can even have two elephants leaping about on the same screen (if you've got any friends that is,

mine all buggered off when I started eating Garlic-flavoured crisps).

### SLIGHTLY MAGIC

Guess what? Yep, it's another arcade/adventure in the Dizzy mould, this time with a little, cute wizard's apprentice leaping about, collecting objects, and trying to solve puzzles. It's a little more easy than most, so it'd appeal to the younger games-players a tad more. (It's also got those horrendous speccy-like graphics - why, oh why, oh why?)

### SPIKE IN TRANSYLVANIA

Although this is yet ANOTHER arcade/adventure (I should've programmed that phrase to one key and it would've saved me a lot of time) it uses the C64's graphical capabilities (hurrah!), and it's not so much a platform game, as a wander-about kind of affair. The puzzles are tricky, and it'll have you going for quite a while.



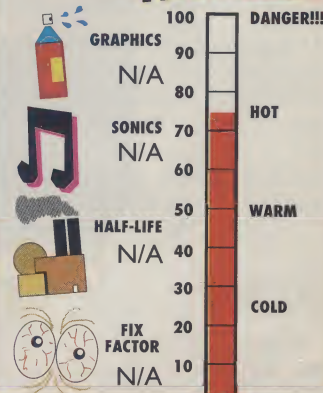
### SEYMOUR GOES TO HOLLYWOOD

Hmmm... I think some programmers have gone a bit funny. Now, correct me if I'm wrong, but doesn't this game look like another Dizzy one? In fact, doesn't Seymour look just like Dizzy? Erm... A marketing ploy here, methinks. It's not as good as a Dizzy game either, and is bugged to high-heavens. A big no-*ño*!

The Cartoon Collection pack is not the world's most outstanding C64 compilation. Most of the games on it (save for CJ's Elephant Antics) display their budget roots a little too obviously. It's a good pack for your younger brothers and sisters, though, and it'd stop them scribbling in your Dandy Annual 1985, at least. ☆



## CRITICAL FACTOR



DANGER RATING 75%





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- Four ultra-sensitive fire buttons
- Ergonomically designed control handle for supreme comfort
- Auto-fire function
- Heavy duty base with strong stabilising suction cups
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- 8 directional control
- Automatic centering
- High impact robust body
- Compatible with Sinclair Spectrum +2/+3, Commodore, Atari and Amstrad computers and video game systems.
- **Sega Master Series version available**

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- Four ultra-sensitive microswitched fire buttons
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- Indestructible metal shaft
- Ultra-light 8 directional microswitched control
- Heavy duty base with strong stabilising suction cups
- +2/+3 selector connector
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- Compatible with Sinclair Spectrum +2/+3, Commodore, Atari and Amstrad computers and video game systems.

• **ONLY £14.99**



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- Indestructible metal shaft
- Ultra-light 8 directional microswitched control
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- Automatic centering
- High impact robust body
- Compatible with Commodore, Atari and Amstrad computers and video game systems.

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- Ergonomically designed control handle
- 8 directional control
- Automatic centering
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- High impact robust body
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- 2 ultra-sensitive fire buttons
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**TWEET,  
TWEET, MAN!**

# THE BUDGIE COLUMN

WITH RIK HENDERSON

## THE SCORING SYSTEM:

NO STARS

★  
★★  
★★★

★★★★

★★★★★

So crap you'd think you'd trodden in something nasty!!!

A bit, er, rubbish!

Still a bit on the duff side!! Completely and utterly mediocre!

Worth spending the budget-like spondoolies on!

Truly awesome, dudes!!!



**DOUBLE DRAGON**  
Tronix  
£3.99

This was the game that really set the trend for the horizontally-scrolling beat-em-up, which is a bit weird cos this is a pile of cack and no mistake.

If you've read last issue's review of Double Dragon III (which is not to be confused with this - it's superior in every way) you'll know that all three games in the trilogy feature the kung-fu exploits of Jimmy and Billy Lee. In this first one, though, Billy's girlfriend has been absconded by the evil (aren't they always?) Black Warriors (why can't they be called something like The Lilac Fairies, or The Mauve Dancers?).

It's up to you (and a friend, if they can be bothered) to rescue her by

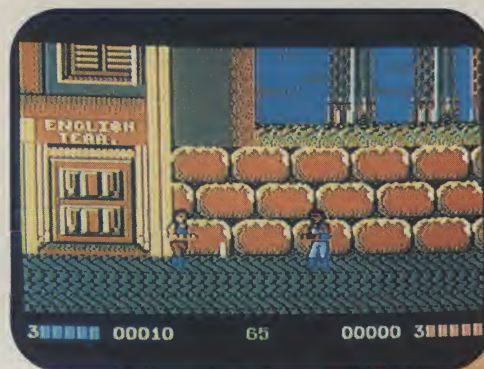
kicking and punching your way through a plethora of similar looking bad peeps, and that's, er, it.

The graphics are very poo-er indeed, and the gameplay is so monotonous that I actually fell asleep whilst playing it. I can't even remember how bad the sound was.

★

**DOUBLE DRAGON II**  
Tronix  
£3.99

And now we come to the first



asks you to go all the way back to the front of the tape if you so happen to die on a later level - aaarrgghh!

★★★★

**GEMINI WING**  
Tronix  
£3.99



sequel, and again Jimmy and Billy have to rescue the incredibly feeble Marian. The difference this time, though, is that Marian just so happens to be dead.

Fortunately, the boys can bring her back to this earth if they battle their way through billions of Black Warriors and administer severe beatings to halt the undead fraternity.

It's much the same kind of action, really, although it's about five squillions times better than the first DD. Your sprites are much, much bigger (but at times look a bit like Bruce Lee goes to Lego Land), and you can pick-up boxes and other objects to use against the enemy.

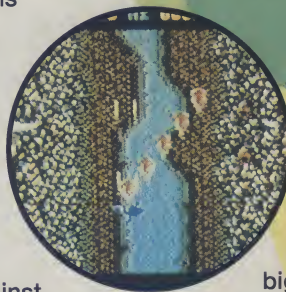
Again, you can have a second player involved and it's all rather good fun, the only problem in the truly horrendous multi-load that

Where Silkworm was the best horizontally-scrolling shooty, Gemini Wing has to be one of the worst vertical scrollers.

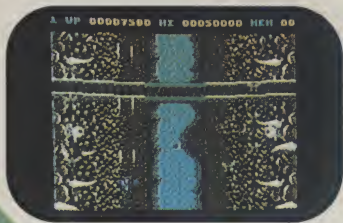
Again, based on an arcade machine, you have been chosen to save the whole of humanity. This situation has arisen when some foolhardy journalist decided to run the headline "Die Alien Scum" in his holo-newspaper, inciting the entire population of xenomorphs in the universe.

In your little ship you just blast the crappy bits out of everything that zooms down the screen at you, and collect the power-ups.

These give you bigger weapons - for a while - but the whole game is so average, that if it was anymore than four quid you'd feel like you'd bet your entire life-savings on an extremely dodgy horse, with







a  
gammy leg, and a blind  
jockey - and lost.  
Not only that but the  
graphics are crap!  
☹☹

**PHILEAS FOGG'S  
BALLOON BATTLES**  
Zeppelin Games  
£3.99



What a licensing coup, eh?  
Sod a major British athlete,  
or a world famous film star,  
Zeppelin's got it bang on with  
the cunning acquisition of  
Phileas Fogg.

"Who?" you all cry out at  
once, "Isn't he something to  
do with a bag of crisps or  
something?"

Well, er, yes. But really,  
he was a fictional character  
who managed to travel the  
entire circumference of the  
World in eighty days, using  
the only travel available (no  
aeroplanes in those days,  
matey) - you learn something  
new everytime you open your  
copy of Commodore Power,  
don'tcha?

In PF's Balloon Battles,  
the handlebar moustached  
man floats around in a  
balloon (there's a surprise)  
dropping sandbags and  
bombs on the fellows below,  
quite why I have not a clue.  
And quite why you'd want to  
do this either, is beyond me.

It really is a frightfully  
drab affair. The graphics are  
reasonable, but the gameplay  
in, yawn, dull. Try it if you're  
into nineteenth century  
fictional characters, but  
then again, don't.



**SILKWORM**  
Tronix  
£3.99

Finally, the budget re-  
release of my all time  
favourite horizontally-  
scrolling shoot-em-up.  
There's no doubt of that -

mean-bugger chopper  
(or even the not-so  
mean-bugger jeep)  
you set forth into the  
fray, willing to give up  
your life for but a  
bacon sandwich and  
the love of a good slice  
of fried bread. If you've



it's got more enemies  
than Colonel  
Gadaffi, more  
firepower than the  
American army, and  
more fluffy clouds  
than a lovely fluffy  
cloud book.

Having realised  
that nuclear  
weaponry isn't big,  
isn't clever and is  
likely to do more to  
humanity than give  
them nasty Chinese  
burns, mankind has  
decided to get rid  
of it altogether.  
Unfortunately, there  
are some people  
who'd rather not do



this and have launched a  
coup against the rest of  
the world powers. The  
powers have one card up  
their snotty sleeves  
though, you.

Climbing into your

got a friend handy (with  
their own joystick) you can  
even have both chopper  
and jeep - and to be  
honest you really need it,  
as Silk Worm is not an easy  
game.

## BUDGIE GAME OF THE MONTH



It's  
all a pretty  
standard shooty,  
but its unique-ness  
comes in its speed.  
You hurtle along at  
a fair whack, with  
your bullets  
streaming out like  
an Olympic racer  
on drugs, whilst  
enemy aircraft  
whizz past you  
(and into you) with a  
ferocity only

previously seen on race  
tracks.

The graphics are  
small, but  
perfectly  
formed, and  
the sound  
effects  
areas  
meaty as  
a can of  
Chum.  
Silkworm is  
a brilliant  
conversion of  
a brilliant  
arcade machine,  
and, at this price, is  
the biggest bargain in  
shoot-em-up  
entertainment going.  
\*\*\*\*\*





TWEET,  
TWEET, MAN!



**SLEEPWALKER**  
Zeppelin Games  
£3.99



I love games that are completely immoral in one way or another. Games that have exploding babies, dead animals, or ways to hurt and maim innocent people.

Sleepwalker falls into the latter, as you have to run around a huge mansion



house triggering traps before your extremely rich and extremely asleep uncle stumbles upon them. The only way they can be triggered, though, is by you treading on them, and suffering their consequences yourself, hurrah!

Although this is ultimately dull, as it's the only part of the gameplay, the beauty lies in the graphics because, as the trap is sprung, your little character performs some form of animation. For instance, if you tread on tacks, he'll hop around the



**BUBBLE DIZZY**  
Codemasters  
£3.99

Dizzy is in a bit of bother (and why not? He's been in enough bother before, why should now make any difference?). The evil Captain Blackheart has made our egg-like chum walk the plank.

Now, not being a very good swimmer (eggs generally aren't, I mean you don't often see a boiled size 4 doing the

back stroke in your pot, do you?) Dizzy has sunk to the

bottom of the ocean, and the only way to get back out again is to hitch a ride on a passing bubble. Fortunately, there's many of them to choose from, although they don't seem to last long enough to take you all the way to the top. That's why you'll have to make stops on the creature infested levels that line the route up. And if you touch too many of them your energy lowers, and you end-up doing a Robert Maxwell



bottom of the ocean, and the only way to get back out again is to hitch a ride on a passing bubble.

Fortunately, there's many of

(what, embezzle the pension fund?).

It's a fun little game with trillions of levels, and although a bit simple (and a bit morbid) it really appeals to the younger games-player.

★★★★

floor, and if you tread on a bomb, he'll explode and crumble.

It's all good fun, but not in the long term (it's also quite difficult, I hasten to add).  
★★★★

**SUPER SEYMOUR**  
Codemasters  
£3.99



Where there's pollution to be found Seymour will be there. With a deft flick of his, er, blobby-like muscles a barrel or two of toxic waste explodes (spraying the entire countryside with lethal chemicals probably, but it's the thought that counts after all).

In the first Seymour game, Seymour was mysteriously transported into a Dizzy game, and we were told that he was the new mega-star. This time it's Bombjack that gets the Seymour treatment, and I think I preferred the original.

As the character that's half blob, half, er, blob you have to leap around a static screen, collecting flashing

toxic waste canisters. Mutants try to get in your way, so you have to either jump on their heads, or gob huge greenies at 'em, and that's really all there is to it.

There are many screens, and the graphics are nice and chunky, but the game is a bit shallow, and not even as playable as the classic it's based on.

★★★





# SURVEY

There's a joke in the magazine publishing biz about not selling very many copies and knowing all your readers by name. Well, it's a pretty rubbish joke and, more to the point, we sell loads of copies (50,000). Still, we'd like to know who you are and what you think of the magazine just so that we can make **Commodore Power** even more splendid than it is already - hard, but we think we're up to the task.

We'd be right chuffed if you could tick some boxes on this little survey form and pop it back to us some time soon. To make it worth your while, we're offering a **free subscription** to the first five people to have their surveys plucked, mewling, from the post sack. But you'll have to get yours in by **March 1st** to qualify.

Just pop your survey form into the post and send it to: 'Survey', **Commodore Power**, 24 Highbury Grove, London, N5 3EA  
Cheers!

Name: .....  
Address: .....

Age (if you don't mind telling us!): .....  
I am: ☐ Male ☐ Female ☐ Furry Alien

## YOUR COMPUTER

I've got:

- ☐ A 'normal' C64
- ☐ A C64 GS
- ☐ A C128

and plugged into it...

- ☐ A Commodore tape player
- ☐ Another make of tape player: .....

- ☐ A Commodore disk drive
- ☐ Another make of disk drive: .....

- ☐ A printer
- ☐ A modem
- ☐ A light pen
- ☐ A monitor
- ☐ A cartridge, called: .....

- ☐ A joystick (or two)
- ☐ A mouse
- ☐ A cheese sandwich
- ☐ Something else: .....

## OTHER COMPUTERS

As well as my trusty C64, I've got...

- ☐ A Spectrum
- ☐ An Amstrad CPC
- ☐ An Atari ST
- ☐ An Amiga
- ☐ Some kind of PC
- ☐ A Sega Master System
- ☐ A Sega Megadrive
- ☐ A Nintendo Console
- ☐ A Super Famicom
- ☐ A Gameboy
- ☐ A Sega GameGear
- ☐ A Neo-Geo
- ☐ An Atari Lynx
- ☐ Something else: .....

## COMMODORE POWER

I really like Commodore Power, so to help you out, I'm gonna mark all the parts of the magazine out of TEN by writing a small number in the box...

- |  |  |
|--|--|
| <input type="checkbox"/> Previews        | <input type="checkbox"/> Competitions  |
| <input type="checkbox"/> Reviews         | <input type="checkbox"/> Poster        |
| <input type="checkbox"/> Features        | <input type="checkbox"/> Big Thrills   |
| <input type="checkbox"/> Headstart       | <input type="checkbox"/> Coin-Op Power |
| <input type="checkbox"/> Post Apocalypse | <input type="checkbox"/> Budgie Column |
| <input type="checkbox"/> Wheels of Steel | <input type="checkbox"/> Oozin' Eugene |

...And, to improve the magazine, I'd advise these three things...

1. ....
2. ....
3. ....

... Your cover tape's a winner, but I'd love to see...

- |   |                                     |
|---|-------------------------------------|
| <input type="checkbox"/> More demos                     | <input type="checkbox"/> Less demos |
| <input type="checkbox"/> More games                     | <input type="checkbox"/> Less games |
| <input type="checkbox"/> Something else: .....          |                                     |
| <input type="checkbox"/> The following OLD games: ..... |                                     |

... It's not just me who reads each copy of Commodore Power, either, at least ☐ other person/people read it too.

## MAGAZINES

Obviously I get Commodore Power, but I also buy...

- |  |  |
|--|--|
| <input type="checkbox"/> Zzap!             | <input type="checkbox"/> Big!            |
| <input type="checkbox"/> Commodore Format  | <input type="checkbox"/> Kerrang         |
| <input type="checkbox"/> Games X           | <input type="checkbox"/> RAW             |
| <input type="checkbox"/> Computer and V.G. | <input type="checkbox"/> Lime Lizard (!) |
| <input type="checkbox"/> Smash Hits        | <input type="checkbox"/> Look In!        |
| <input type="checkbox"/> TV Hits           | <input type="checkbox"/> Viz             |
| <input type="checkbox"/> Number One        | <input type="checkbox"/> 2000AD          |
| <input type="checkbox"/> Fast Forward      | <input type="checkbox"/> Shoot!          |
| <input type="checkbox"/> The Beano         | <input type="checkbox"/> Match           |

- ☐ Something else: .....  
.....  
.....

P.T.O.



# SURVEY

## A FEW OF MY FAVOURITE THINGS

I'm not just into computer games, y'know, I really like other stuff, and these are my faves...

Fave TV programmes:

1. ....
2. ....
3. ....
4. ....
5. ....

Fave Pop Groups:

1. ....
2. ....
3. ....
4. ....
5. ....

Fave Comics:

1. ....
2. ....
3. ....
4. ....
5. ....

Fave Videos:

1. ....
2. ....
3. ....
4. ....
5. ....

Fave Films:

1. ....
2. ....
3. ....
4. ....
5. ....

Fave Books:

1. ....
2. ....
3. ....
4. ....
5. ....

Fave Footie Team: .....

Fave Political figurehead of the 90's:

.....

Fave vegetable: .....

## HOUSEHOLD THINGIES

At home, I also own/get to use the...

### OWN USE

- |                          |                          |                |
|--------------------------|--------------------------|----------------|
| <input type="checkbox"/> | <input type="checkbox"/> | TV             |
| <input type="checkbox"/> | <input type="checkbox"/> | Video Recorder |
| <input type="checkbox"/> | <input type="checkbox"/> | Camcorder      |
| <input type="checkbox"/> | <input type="checkbox"/> | Hi-Fi          |
| <input type="checkbox"/> | <input type="checkbox"/> | CD Player      |
| <input type="checkbox"/> | <input type="checkbox"/> | Kenwood Chef   |

## SPLASHIN' OUT

I am...

- ☐ At school
- ☐ At Sixth Form College
- ☐ At college/polytechnic/university
- ☐ Working part-time
- ☐ Working full-time
- ☐ Unemployed

...And I get at least £..... to spend each week.

These are the things I normally spend it on, regularly, that is (apart from Commodore Power!)

- ☐ Records
- ☐ Videos
- ☐ Going to the cinema
- ☐ Books
- ☐ Comics
- ☐ Soft Drinks
- ☐ Cheese
- ☐ Other things, such as: .....

## AWARDS

Here's the biggie! We'd like to give away some rather smart-looking awards to deserving software companies but we want you, the reader, to tell us who should win!

My fave C64 games ever are...

1. ....
2. ....
3. ....
4. ....
5. ....

And in 1991...

Best Action Game: .....

Best Simulation Game: .....

Best Arcade Conversion of 1991: .....

Best Adventure Game of 1991: .....

Best programming team of 1991: .....

Worst Game (of any type) of 1991: .....





# OZIN' EUGENE'S SCUM OF THE EARTH!!!

This month, as a special treat, and a favour to all you Dizzy fans, we've got the complete solutions and maps of **Spellbound Dizzy**, and **Dizzy - Prince of the Yolk Folk**. Plus a few pokes for the other games on the **Dizzy's Excellent Adventures** compilation.

The author of these, **Richard Beckett**, gets a special thanks from **SOTE**, plus a lovely cheque for £50 (who says there's no reward in computer games, eh?)

## DIZZY 5 - SPELLBOUND DIZZY SOLUTION

(SEE MAP FOR SCREEN NUMBERS)  
(N.B. you start on screen 8)

On screen 8, flick the switch and the trolley will disappear. Collect the star and the fruit. Go to the railings on the top left of the screen and pick up a piece of railing. Collect the star which was underneath it and drop the railing.

Go right (screen 9) and let the gusts of wind carry you up to the top of the pit (screen 15). Go to the far right of the screen and pick up a clump of leaves from the tree. Pick the star up from under it and drop the leaves. Jump to the other side of the pit and pick up some grass. Collect the star which is under it and drop the grass.

Go left (screen 14) and pick up the star and the fruit. Walk in front of the wizard and talk to him. Go left (screen

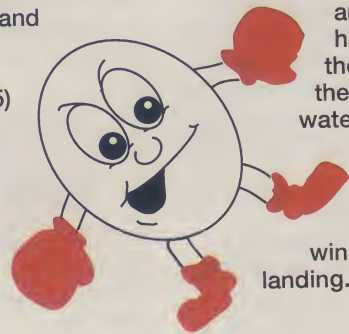
13), then pick up two rocks and collect the star. Walk two screens to the right of the top of the pit (screen 15) and fall down it.

Go down two screens until you arrive at screen 6. Go left to screen 5 and drop the rocks. Take the fruit and the cement and go right twice to screen 7. Take the bucket and pour the cement into the water. Cross the water and take the bag (you can now carry 4 objects). Talk to Daisy and

## DIZZY SPECIAL!!!

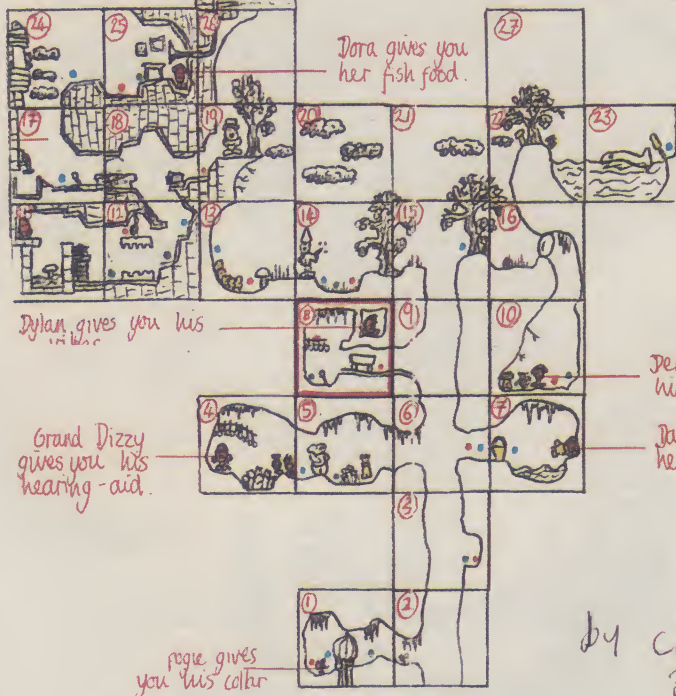
Go left and take the star. Go up to the top of the pit (screen 15) and go left and give the wizard the umbrella. Go right (screen 15) and float up (the umbrella

makes you float). Go right once (screen 22) (jump on the cloud of the way) and collect the hammer and the net and fill the bucket with water from the pool. Go left once and float down on the wind for a soft landing.



## Spellbound Dizzy!

- ① = screen number (for solution)
- ② = a 'yolk-folk'
- ③ = fruit
- ④ = star
- ⑤ = scroll
- ⑥ = 'pick-up' object



by Christopher Beckett!







# OZIN' EUGENE'S SCUM OF THE EARTH!!!

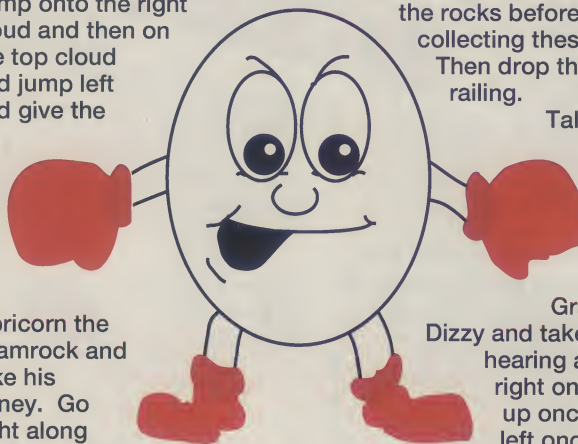
## DIZZY SPECIAL!!!

Go right once (screen 16) and hit the rock with the hammer and drop everything (in screen 16). Take the grass and take the star from under it. Then drop the grass. Go down and collect the two pieces of fruit and the star. Talk to Denzil and he will give you his ZX81. Take the trampoline from the left hand corner and place it on the slope on the ground. Jump on this to get out of the cave.

Go left twice to screen 14 and give the wizard the ZX81. Go left and collect 4 rocks. Go right twice to screen 15 and go down 3 times and get the fruit and the star. Go down again once and go left to screen 1 and get the fruit and drop the rocks. Go right once and get

the shamrock. Go up 4 times to screen 15 and go left twice. Jump on the mushrooms to the right and jump into the clouds on screen 20. Jump onto the right cloud and then on the top cloud and jump left and give the

leprequin the shamrock and take his honey. Go right along the clouds to screen 21 and float down.



Go left twice to screen 13 and take 2 rocks. Go left 2 times and go down the pit twice and then go left once. Drop the honey next to the bear (don't walk into him as he loses your energy). He will eat the honey and go. Go left once and collect the talisman and the wrench and the fruit. Jump onto the railing and take part of it and take the star from behind it. (drop the rocks before collecting these). Then drop the railing.

Talk to

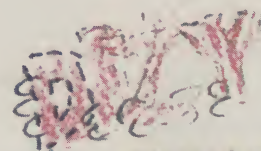
Grand-Dizzy and take his hearing aid. Go right once and up once and left once. Drop the hearing aid next to Dylan and take his

vibes. Go right once and up once and left once and give the wizard the vibes.

Go left once and drop everything and take a rock. Go right twice and go down the pit. Go left once and take the hearing aid and drop the rock. Go right once and up once and left once and give the wizard the hearing aid.

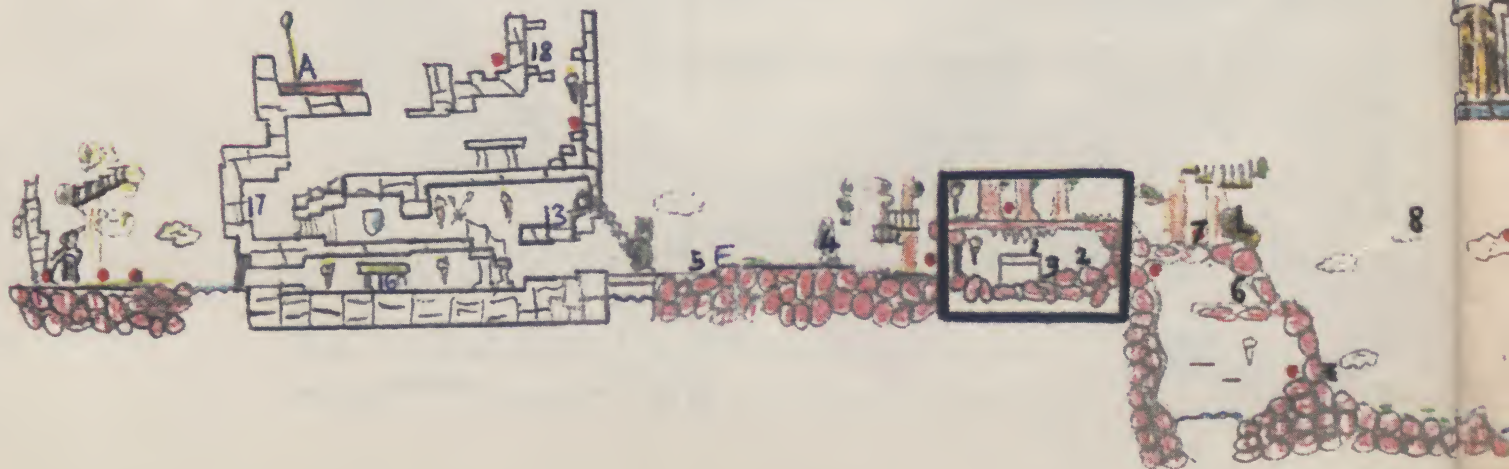
Go left once and drop the hearing aid and take the talisman, the wrench and the ZX81. Go right 3 times and get the bucket of water. Go left 3 times and jump right off the mushroom into the clouds and left once to the leprequin again. Give him the talisman. Take the star when he goes.

Go left once, down once and drop the wrench next to the crusher. Get the two pieces of fruit. Jump from the



## PRINCE OF THE YOLKFOLK

MAP  
BY RICHARD  
BECKETT!





left corner of the crusher and onto the screen to the left (screen 11). Move some railing and take the star from behind it. Drop the railing again. Jump right and get the star.

Go left once again, jump on the mushroom to Dozy.

Take his sheers and jump back right again. Go up once, left once and put the water in the bowl from the bucket. Flick the switch to form clouds and jump up them.

On screen 25 don't jump left as there is a bug in the program, causing it to crash. Go right once and take the star and the fruit and talk to Dora. Drop the ZX81 and take the fish food. Go left once, down once, right once, right once, right once and float down once.

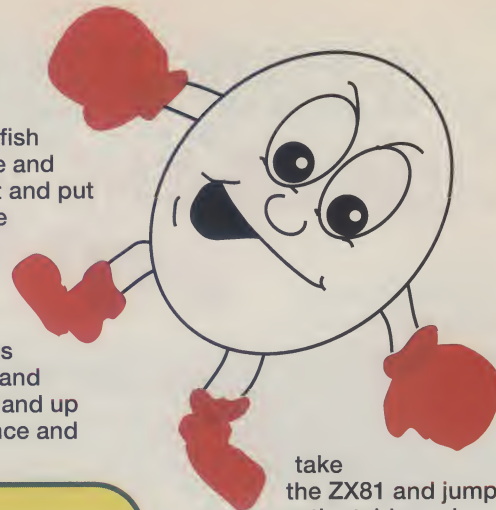
Go left once and give the wizard the fish food and the

sheers. Go left once and get the 2 rocks. Go right 3 times and drop the fish food and take the net. Go left once and down 4 times and left once and cut the plant with the sheers and get the star.

Trap Pogie with the net and take his collar and drop everything apart from the collar. Go right once and up to screen 15 and go left once and give the wizard the collar. Then drop the collar and talk to the wizard and

take his plug.

Go right twice and take the umbrella and the fish food. Go left once and up once and right and put the fishfood in the water. Ride the whale to the right and get the screwdriver and go left 4 times along the clouds and then go left once and up once and right once and



take the ZX81 and jump on the table and mend the plug.

Drop the computer, plug and screwdriver in the right order and you will be sucked up the pipe and you've won.



## DIZZY - PRINCE OF THE YOLK FOLK SOLUTION

When you start (in the black box on the map), take the

### THE KEY

● = Food (Cherries)

1 = Water

2 = Matches

3 = Leaves

4 = Man with magic carpet

5 = Pickaxe

6 = Gold

7 = Cage

8 = Bridge kit

9 = Fluffle

10 = Fluffleade

11 = Harp

12 = Man to give harp to

13 = Outboard motor

14 = Potion

15 = Tweezers

16 = Bread

17 = Broken mechanism

18 = Key

19 = Bugle

20 = Strange mechanism

21 = Spanner

X = Where to drop bridge

F = Where to drop fluffle

\* = Where to use pickaxe

D = Daisy

A = Where to use flag

L = Lion

P = Princess

B = Boatman (gives scythe)

R = Rose bush

DD = Room with 2 Dizzys

Dizzys



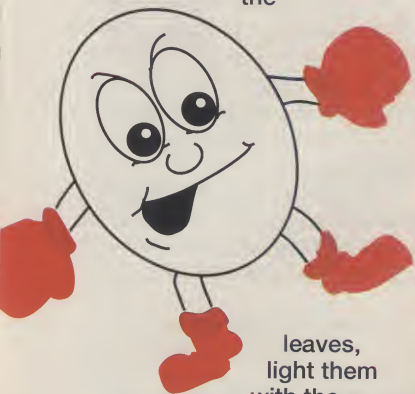




# OZIN' EUGENE'S SCUM OF THE EARTH

## DIZZY SPECIAL!!!

water,  
leaves and matches.  
Then stand next to the  
door and drop the



leaves,  
light them  
with the  
matches and throw  
water on the burning door.

Go left twice and get the  
pickaxe, then go right 3 times  
and get the cage. Go right  
and jump on the clouds to  
get the bridge kit. Go down  
and use the axe at the  
position marked \* on the  
map. Drop the axe, go left  
and up and get the gold.

Go down, right 3 times.,  
catching the boat on the  
way, and give the boatman  
the gold. Go right and up the  
trees to the position  
marked x on  
the map.  
From the  
cloud  
you  
land  
on, jump  
the water  
and go  
left again  
and drop  
the cage  
next to  
the fluffie.  
Go up the  
screen

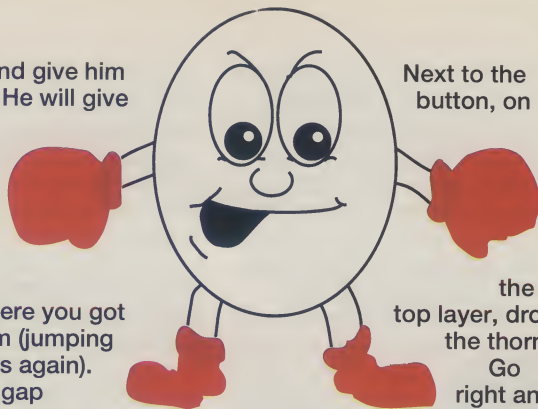
where  
you jumped  
from to land on the  
clouds and go left.  
Jump along the clouds  
until you get to the haven  
screen. Give the person his

boatman and give him  
the motor. He will give

you his  
scythe.

Go to where you got  
the harp from (jumping  
on the clouds again).  
Stand in the gap  
next to the rosebush  
and use the scythe. Go right

Next to the  
button, on



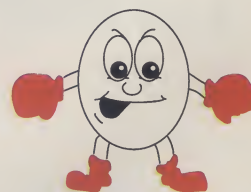
the  
top layer, drop  
the thorn.

Go  
right and  
take the

bottom left exit. Walk so that  
the other Dizzy stands on the  
thorn and dies. Take the  
spanner and go back to the  
screen where you got the  
pickaxe. Go left, top left and  
left to the broken mechanism  
(position 17). Use the  
spanner here and the  
drawbridge opens. Go right  
to the man with the magic  
carpet (position 4, left of the  
start screen) and give him the  
bugle and take his jokebook.

Go left, left, bottom left  
and then as far left as you  
can go. Give the princess the  
jokebook and take her flag.  
Go to position A in the castle  
you are in and drop the flag  
next to the flagpole. Get the  
person to blow the bugle and  
the king arrives. Talk to him  
and you get knighted.

Collect the key at the  
screen on the right and  
collect the 20 cherries,  
shown with red dots on the  
map and go to position D in  
the right castle. Open the  
door with the key, go and  
kiss Daisy and you've won!



## ACTION REPLAY POKES FOR DIZZY'S EXCELLENT ADVENTURES

### Kwik Snax

POKE 37621, 173 = infinite lives

POKE 13874, 173 = infinite weapons

### Spellbound Dizzy

POKE 8388, 173

POKE 12228, 173 = infinite lives

### Dizzy Down the Rapids

POKE 46956, 173 = infinite time

### Dizzy - Prince of the Yolk Folk

POKE 9339, 173 = infinite lives

harp and take the cheese,  
take this to where you left the  
cage and put it in it.

Take the fluffie in  
the cage  
and go  
back to  
where you  
got the  
pickaxe from.  
Drop the fluffie  
where shown  
on the map  
(position F).  
The troll will run  
away.

Go left and  
take the top  
right passage,  
get the motor and  
go back to the

and get the bugle. Take the  
top-left exit, go up, right,  
right, top-left, left, left and  
get the tweezers.

Go to the lion which is  
right of the start screen  
(position L) and pull the thorn  
from its foot using the  
tweezers. Take the thorn and  
go to the screen where there  
are 2 Dizzys (position DD in  
the right hand side building).

**Next month in Oozin' Eugene we're  
back to normal. There'll be the  
first part of our humungous A-Z of  
tips, and a programmer run-down.  
Plus there'll be more Scum than  
ever before, as long as you all  
keep sending it in.**

**If you've got any tips, maps or  
solutions (preferably solutions -  
and they can't just be ripped out of  
a rival mag, they have to be  
original) send them to me at:  
Oozin' Eugene, Commodore  
Power, 24 Highbury Grove,  
London, N5 3EA. If they're printed  
it could win you either a cash prize  
or some excellent software!**



# SUBSCRIPTIONS

*Subs offers that'll go down a Storm (snort!)*

Subscribe to

## COMMODORE POWER

and get a sparkly **FREE** Storm game!

To get this fine example of a quality organ (that's Commodore Power to you) this ish, you presumably had to wander all the way to the Newsie in the cold, the rain, the snow (although down here in London as we write this - not yet!). Who knows.

Well, how would you like it if Commodore Power was delivered every month to your doormat? The only person who'd have to worry about weather conditions would be the Postie, and you could save all that time you would have spent trotting of to the shop and put it to better use - like playing more C64 games!

So... why not? It's damn cheap and you can get your mitts on a free game. Mid-month will never be the same again!

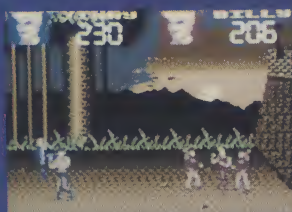
### WE CAN OFFER YOU:

- ★ 12 issues delivered to your door at no charge to your good selves!
- ★ The guarantee that no-one will have whipped the free gift and cassette from the cover while it sits on Newsie's shelf!
- ★ A free game!

For a grand total of £25.

That's **CHEAPER** than if you bought every ish from the Newsie!

### Choose from:



## DOUBLE DRAGON III

This new kick-'em-up in the martial arts/street violence vein, converted from the arcade machine, got one of

this issue's 'Power Packed' awards for being totally spiffy. A simple tale of boy meets girl, girl gets kidnapped, and boy(s) go out and give everyone a severe beating!



## FINAL BLOW

So you wanna be a boxer? (Do us a favour! Everyone's used this joke! Ed). Well,

Storm offer you the chance in

this latest attempt to capture the dynamism and terminal injuries of big-time boxing. One-to-one large doffing is the attraction of this action sim.



## RODLAND

The Cutesy corps ride again with Rodland. Another highly-rated game this issue, it involves two cuddly characters off to rescue their 'mom' from the clutches of

other cute, but evil, beasts. This they do over many levels of platforms, infested with nasties and, er, flowers!

Please give me a subscription to Commodore Power that's as shiny as a new brass button. I'd like 12 issues and I'll tick one of these boxes...

- ☐ I live in the UK, so I'll be paying £25
- ☐ I live in Europe, so I'll be paying £42.75 (Air Mail)
- ☐ I live in, er, the Rest of the World (big place!), so I'll be paying £57.40 (Air Mail)

What's more, this is where you should send it:

Name \_\_\_\_\_

Signature \_\_\_\_\_

Age (although you don't have to tell us!) \_\_\_\_\_

Address \_\_\_\_\_

Post Code \_\_\_\_\_

And I rather like the look of your FREE GAME offer, so I'll be choosing:

- ☐ Double Dragon III
- ☐ Final Blow
- ☐ Rodland

So, I've told you where I live and which game I'd like, now all I need to do is make out a cheque payable to "LIME LIZARD LTD", send off this form to: 'Commodore Power Subscriptions', 24 Highbury Grove, London, N5 3EA - and I rather look forward to my first ish! Thank's Commodore Power!



# riggers plays games

For the last few months, **Paul (Riggers) Rigby** - professional Scouser and gaming genius - has been sitting in a small, dark room with only a C64 for company. Last year we got him come down to the Commodore Power office, by promising him a Liverpool FC season ticket, or something, and shut him in our reviewing room! "You can't come out until you review the main 50 games of 1991!" we said, cruelly, and fed him Mars bars through a small hole for the months he took to finish. And here is his masterwork. What's more, he'll be updating it every issue from now on with all the last month's games! Hurrah!



## BATTLE COMMAND

OCEAN

★★★★★

There's only seven levels to this strategy/action game but the variety of mission demands will keep you hard at work. Surprisingly fast graphics with a mix of vector and polygon. Sound is average. Overall, technically stunning and extremely playable.

## BETRAYAL

MICROPROSE

★

An average game on the 16-bit machines was expertly converted by Microprose which resulted in a game that was even worse on the C64. Well done lads. The main problem with Betrayal is the combat. It's so peurile and senseless in relation to the rest of the game. Betrayal will gain more dust than fans.

## CISCO HEAT

IMAGEWORKS

NO STARS

This is quite possibly the worst car-race game ever to (dis)grace our computer screens. The gameplay is dull. The sonics are horrendous.

And the graphics have more jerks than the entire North Bank at Highbury.

## CRIME TIME

STARBYTE

★

This game is so bad it really is embarrassing. You feel like running over to the Starbyte offices and offering them a hand. This is a graphic adventure game with no imagination, a poor interface, poor puzzles, no gameplay, totally unwarranted abuse in the form of needless swearing and quite incredibly bad jokes that make you shrivel.

## DARKMAN

OCEAN

★★

Pretty icky gameplay lets this potential goody down. Repetitive, boring, repetitive, boring, repetitive, boring, repetitive and repetitive, not to mention repetitive. A typical Ocean platform beat-'em-up otherwise. You can't beat a bit of originality, can you Ocean?

## DEATH KNIGHTS OF KRYNN

SSI

★★★★

How come, when I think of AD&D, I always think of hippies? There aren't any in this game, though (shame really). One of the best RPGs on the C64 at the moment. Even if the system is getting on and there is too much combat involved.

## DRAGON'S KINGDOM

GREMLIN

★

This game is so sorrowful that I'll break for a bit of music - which is far more interesting. Hit it James: Get up [get on up]...get up [get on up]...stay on the scene [get on up]...like a sex machine [get on up]...yeeooooowwwwwwww (yeah, rock it James, whoow!)



## GRANDSLAM

## EXILE

## AUDIOGENIC



EXTREME

## DIGITAL INTEGRATION

## FI GP CIRCUITS

**IDEA**



## FINAL FIGHT

US GOLD



## GATEWAY TO THE SAVAGE FRONTIER

SSI/US GOLD



## GEM 'X

DEMONWARE



## HEROQUEST

GREMLIN



## HUDSON HAWK

OCEAN



## LAST BATTLE

**ELITE**



Aarzak (for it is he) must  
rescue (yawn) his  
girl(yawn)friend from the  
evil...

[illegible]

## KEYS TO MARAMON

MINDCRAFT/ELECTRONIC  
ARTS



LOGICAL

RAINBOW ARTS



## LONE WOLF

## AUDIOGENIC



MAN UTD EUROPE

KRISALIS

**COMMODORE POWER ★ 63**



## riggers plays games

### MERCS US GOLD

★  
Mercenaries are hired to save the President. However, you won't want to be bothered cos this game is pretty poor in all departments apart from one or two graphical niceties. Let him rot in his cell, that's what I say.

### MILLENNIUM WARRIORS FIRST STAR

★★  
Now here's a colourful game. A mix of beat-'em-up and shooting games that, initially, is quite atmospheric but pales pretty quickly into boredom. Graphics are well presented and the sound FX are quite jolly too. A 'nearly, but not quite' game.

### MULTI-PLAYER SOCCER MANAGER D&H GAMES

★  
D&H get me soooooo annoyed. They could, if they put their minds to it, produce a decent football manager game. However, they continue to produce dross like this. Totally piteous documentation with unexplained strategies and no attention paid to gameplay. Sigh.

### PANG OCEAN

★★★  
Here's another surprise - a coin-op conversion from

Ocean. This one is tough but enjoyable. Battle a bunch of balloons in 17 countries and win the game! Boy, they don't write plotlines like that anymore. Nothing amazingly new here, but it will keep you out of mischief for a bit.



### PIT FIGHTER TENGEN

★★  
What appeared to be a nifty arcade coin-op turns out to be a very ordinary beat-'em-up. The action is repetitive and the graphics uninspiring. This game is almost the pits.

### THE POWER DEMONWARE

★★★  
A tile puzzle game folks, now there's a novelty. Although not all that innovative it is pretty darned playable all the same. Graphics are pretty simple although the sound's okay. [Sound of tapping fingers] So, erm, that's all I can say about it really...er - next!

### RINGS OF MEDUSA STARBYTE

★★  
By pure tradition, the Europeans are pretty crappy when it comes to designing

decent games. Good graphics but as for the gameplay? Forget it. Starbyte, a German mob, have had a good stab at Medusa but there are too many inconsistencies remaining to achieve top marks.

### ROBOZONE IMAGEWORKS

★★  
The Big Apple has entered into an ecological crisis, you control the sole, post-apocalyptic robot contending with civil unrest and scavengers. Not a bad game but not a good one, either. Very, very average in other words.

### ROUND THE BEND IMPULZE

★★  
You must search the sewers for the missing pages of a kid's comic and parts of the video printing press before the publishing date arrives. The whole lot has been blown up by Doc Croc. Not a bad game but not a full pricer, by any means. Should have been released as a budget game.

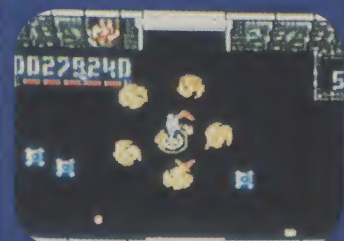
### RUGBY WORLD CUP DOMARK

★  
Yep, the good old UK strike again. When it comes down to sports simulations the English really know how to cock things up. Few options, few features, few... just about everything.

### SECURITY ALERT FIRST STAR

★★  
Graphics are a bit blocky in this tale of a coochy cat-burglar. Containing five

buildings and three skill levels, there's not much graphical variety but this life of crime should keep you popping in an out of prison for weeks as it, at least, contains some variety.



### SMASH TV OCEAN

★★★★★  
Yep, here's a change. Instead of being humiliated by the game-show host you can get blown into tiny pieces instead. A shoot-'em-up - as if you hadn't already guessed - Smash TV is a good all-rounder. Detailed sprites, great intro tune and special FX, excellent learning curve and a single loader!

### SPEEDBALL 2 IMAGEWORKS

★★★★★  
This futuresport sets ten men-a-side based upon the original game but packed with added features. Unlike the original game it's not just a case of scoring goals; you can increase your score by hitting bounce domes, point stars and the like. Graphics and sound are alright but it's the gameplay that really knocks your toenails into mum's coffee. One of the best conversions from the Amiga that the C64 has yet seen.

### SWITCHBLADE GREMLIN

★★  
Thraxx has been invaded! Naaah - yes, honestly. It was



in all the colour supplements. In fact, this event gained so much publicity that they commemorated the occasion with the game licence. Switchblade is a decent beat-'em-up arcade conversion but it's very unoriginal.



platform-type arcade game doesn't leave you jumping up and down shouting 'Original! Original!'.

## TERMINATOR 2

OCEAN

★★★★★

Arnie's back - is about as broad as his front. This time the man with more muscle than sense is a goody. The opposition is a shiny, shapeshifting, shi...chappie called T1000. MR T to his friends. Oh-me-God to everyone else. The game offers a mix of arcade and puzzle rounds which has become the norm in Ocean's film licences. Not amazingly exciting but very competent in all areas.

## THUNDERJAWS

DOMARK

★★★

Taking place underwater, Madame Q has devised a plan to create an army of genetic mutants to take over the world. Frankly, you won't really care. Graphics and sound are average, the game is easy to get into but the conversion from the coin-op is disappointing.

## TOKI

OCEAN

★★★★★

You play a gorilla, changed by a magic chappie from a handsome prince (urrgh), out to save the princess. Great graphics, lots of colour, decent soundtrack, good gameplay and stuff. Usual

## TONY LA RUSSA'S ULTIMATE BASEBALL

SSI/US GOLD

★★★★★

A shame. This game is basically superb but it crawls so much on the Commie that it loses most of its magic. Ultimate Baseball is a baseball game (Y'don't say! Ed) that can be played on a number of levels: arcade, strategy, mixture, etc. It's also a pity that no-one understands the rules. But, hey, Crystal Palace have a same problem with football - and they won the Zenith Data Cup (yawn).

## TURBO CHARGE SYSTEM 3

★★★★★

Well, what can you say about this game (prompt! prompt!). Oh, yes, here's the script. Erm, pretty amazingly moist car game if ever there was one - and there better had be otherwise I'm talking about something else. Plonkingly good graphics, fondlingly serious sound, hypoallergenicly exciting gameplay. This game will twist your narghiles into a frenzy sending them screaming over your right shoulder in a delirium of pure pre-nuptial prelibations.

## TURTLES 2 THE COIN-OP

IMAGEWORKS

★★★

It's those pesky green-backs - the Turtles, again. Springing out of the sewer, manhole cover sailing, frisbee-like, through the cosmos. This new game is another sideways-moving beat-'em-up that is a decent game but the appeal will probably wear off after a short time.

## WORLD CLASS RUGBY

★

Just who do Australia think they are, eh? Bunch of drunkard, skippy-shifters from the outback, or should that be fullback? Next time, when we invite them over to our country, they should lose gracefully. After all, if it wasn't for us Brits, their Soap star actors would be out of a job.

## WRATH OF THE DEMON

READYSOFT

★★★★★

Ooooooh, looks nice, very nice indeedy-reedy. Goes to show just can be done of the ol' C64 when they put their fingers to it. Alas, the gameplay is pretty average, mediocre even. The game to show off to your friends - but don't let them play it.

## WORLD CHAMPIONSHIP SOCCER

ELITE

★

Oh dear, oh dear, oh dear... oh dear, oh dear... oh dear. Just tell me this, right? How come, when the Americans

do a sports sim on one of their sports - it's a cracker. When us English do it - it's pathetic. Answers on a piece of dried orange peel.

## ULTIMA 6

ORIGIN

★★★★★

Ultima 6 is probably the best RPG ever to walk into a C64. In fact, many people thought that this large program, available previously only on the PC and Amiga, would never be squeezed onto the Commie's meagre memory. However, the job was done due to a number of the C64's benefits. Firstly, the C64's 5.25 inch disks are a lot bigger than the Amiga's 3.5 inch disks. In fact, around three quarters of an inch larger. So there was more room to squeeze bits of code on. Secondly, the C64 floppy disk drive is the largest in the business (it's built like a brick) so there were many hidden corners of the drive the code could be squeezed into. Finally, as the C64's guts do not completely fill the grey C64 casing, Ultima 6 code was stored in the empty spaces, wrapped in small pieces of tissue paper, ready to be inserted into the program as needed.

## WWF

OCEAN

★★★★★

It's pretty incredible the amount of people who watch WWF wrestling on Sky TV and actually believe that circus that they see on-screen is real. I ask you - a wrestler fighting his way in a suit and tie? Another guy who only wears his shirt so he can rip it to shreds on stage and impress the girlies? Huh, crazy man! ★



# NEXT MONTH

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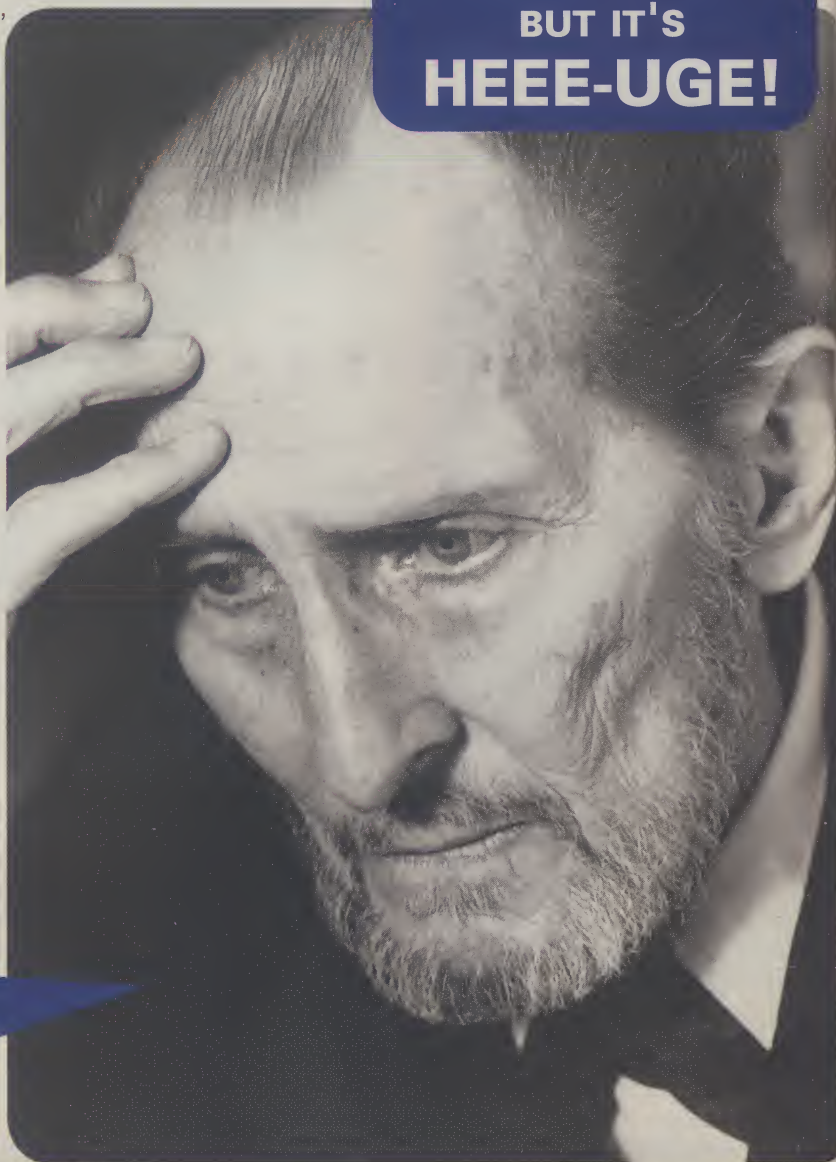
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The cover art for 'Elvira The Arcade Game' features Elvira, a woman with long black hair and a black dress, standing in a dark, gothic landscape. In the background, there is a large, ornate castle with multiple towers and spires, situated on a hill. The sky is a mix of yellow and orange, suggesting a sunset or sunrise. The overall style is classic horror and gothic fantasy.

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